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WITH AUDIO CD

Virtua Fighter 2 REVIEWED

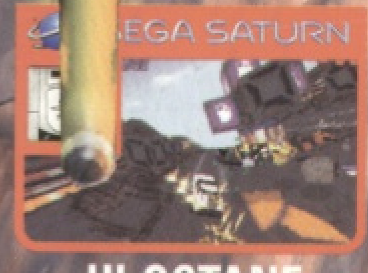
THUNDERHAWK 2 GAME OF THE YEAR?

EXCLUSIVE! TOY STORY DISNEY'S 16-BIT MIRACLE

wipEout" SHOCK SATURN NEWS



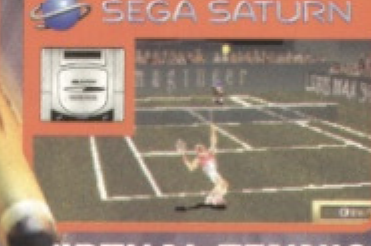
OOZE



HI-OCTANE



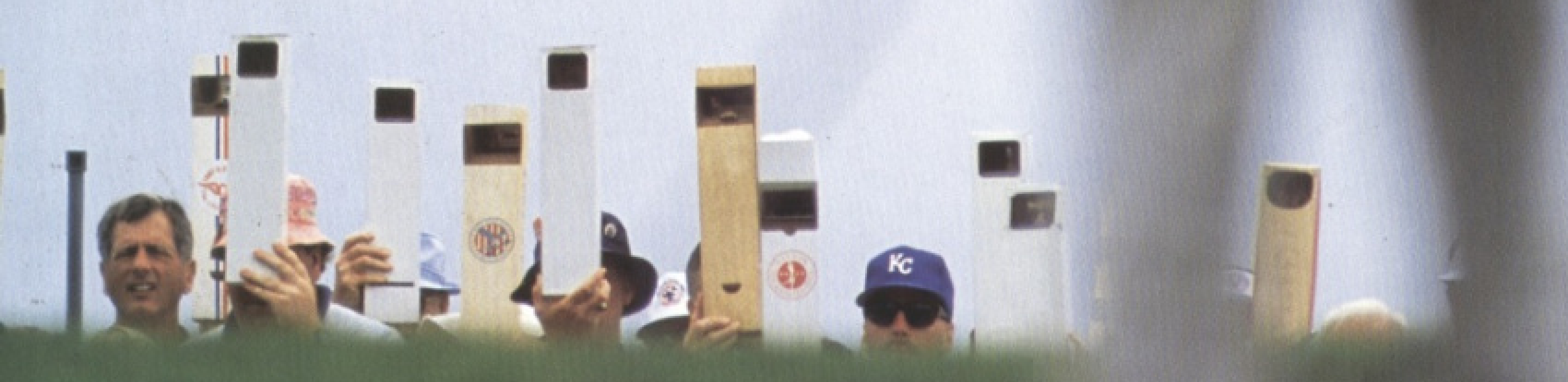
JOHNNY B

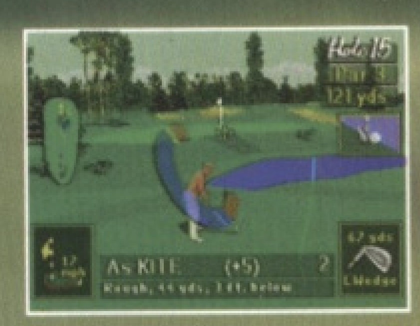


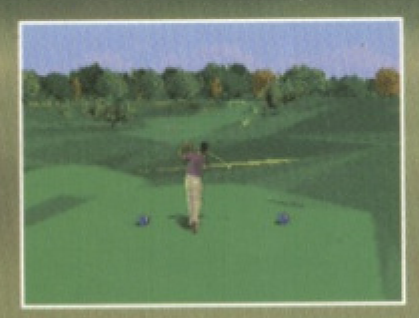
VIRTUAL TENNIS

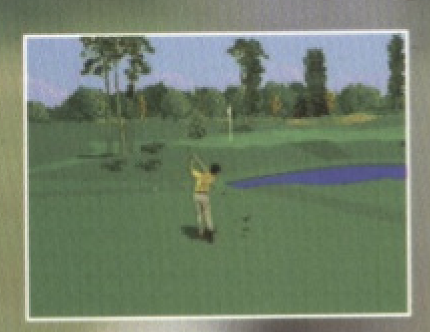


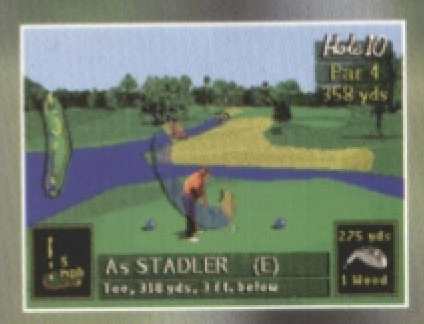
PAC PANIC







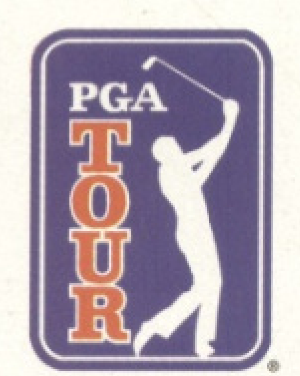




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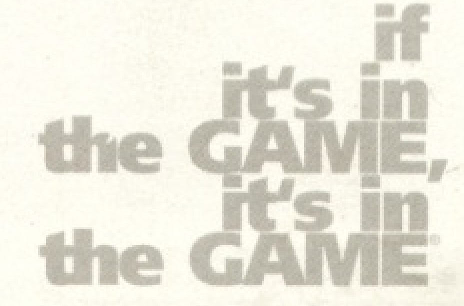


It's why the shoes have spikes. Lose your footing on these undulating fairways and uneven greens, and it's a long walk back to the top. PGA TOUR® 96 reaches new levels of authenticity, with 3D-rendered graphics that give each hole depth and Himalayan height. Join 10 of the world's greatest golfers in a test of sheer skill, on genuine championship courses that even a sherpa would think twice about tackling. The pros appear in person, digitised down to the last detail. And such is the level of graphic realism, you can almost count the grains in the sand traps. There are lies, damned lies, and PGA TOUR® 96! Hit the rough on these courses and you're staring defeat in the face. Even when you've driven straight down the middle, a fairway depression will go a long way toward ruining your day. But whatever the lie, only mastery of the art of draw and fade will speed your ascent to the summit of the leaderboard. And when a stroke achieves the peak of perfection the reverse-angle replay will let you re-live the moment in all its glory, accompanied by expert commentary. **The Game Has Changed. The Game is PGA TOUR® 96.**



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COVER STORY

MEAN MACHINES EXCLUSIVE



THUNDERHAWK 2: FIRESTORM 18

That game...originally sold to 80% of Mega-CD owners.
That game...scored 90%+ across the board.
That game...was the best ever Mega-CD game.
That game...was Thunderhawk.
This game...will be the Saturn shoot 'em up of the year.
This game...is being touted as the third party hit of 1995.
This game...is Thunderhawk 2.
This game is our exclusive review.

FEATURES

TOY STORY

TOY STORY 26

MEAN MACHINES chase the latest Disney game and the latest Disney movie from across the Atlantic, bringing you the sensational Work-in-Progress on the hottest 16-bit project of the moment.



PREVIEWS



REGULARS

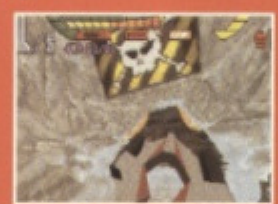
REVIEWS

MEGADRIVE

SATURN

GAME GEAR

MEGA CD





HI-OCTANE

Virtua Fighter 2



Sega must be pretty satisfied this month — and if they are, we are. Virtua Fighter 2 is excellent, a conversion matching the most wildly optimistic expectations. And now it appears that third-party developers are catching up, with the truly unbelievable Thunderhawk 2. I can assure you the best is still to come, with Cop, Rally and more Core stuff on the horizon.
This would be enough to be going on with without support from the enemy. But that's exactly what has happened with news of Psygnosis' games being converted from Playstation to Saturn. The unthinkable is not only thinkable but already in disc form. I wouldn't tell anyone how to run their business, but somehow I don't see AM2 returning the favour with Virtua Cop. In the end, the MEAN MACHINES reader and the Saturn owner is the winner.
Oh, and if you see some 'exclusive' on Alien Trilogy, bear in mind that to my knowledge it's based on an early demo running on the Playstation and not the Saturn. Which doesn't surprise me. After this issue I'm going to Japan with Virgin to visit Capcom and other Japanese developers, so expect a fab feature next month.

Until then a merry christmas to one and to all!.

GUS

GAG OF THE MONTH



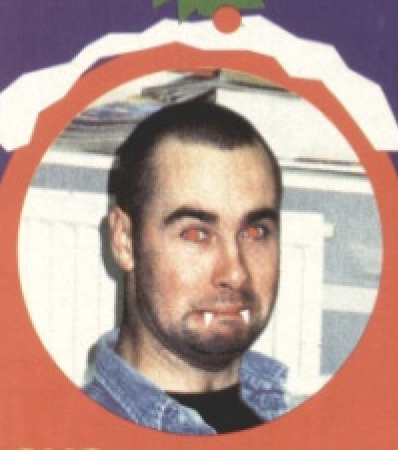
:The Carry On movies – that enduring bedrock of British comedy cinema – rejoiced in all that was smutty, lewd and suggestive. We pay respectful tribute this month, by turning the hands of our comedy timepiece back to the halcyon days of 1972 and the classic Carry On Matron...

MATRON:I'm a simple woman – I want to be wooed.
SIR BERNARD CUTTING:You can be as wooed as you want with me!

NEXT MONTH:Morecambe & Wise (honest).

A MERRY LITTLE CHRISTMAS

Golden memories of Christmas past, wishful thinking for Christmas futur team's hearts. As they gather around Gus's crackling logs, exchanging g



GUS

"My best present ever was a little weeble village, complete with a swing and a pop-up treehouse," smiles Gus, as he carves the turkey at the MEAN MACHINES Christmas dinner. Gus has still got the same Christmas stocking he had when he was 7 years old, and he knows what he'd like it filled with. "This year, I think my ideal present would be some more socks and underpants – the people in my house keep stealing mine." Anyone nicking a pair of Gus's pants has surely got more serious problems than a mere shortage of underwear.



CLAIRE

"I'd like a puppy," whispers Claire, staring wistfully out of the window to the winter wonderland outside. "I'd call him Sooty, and we'd have such super fun and games in the snow! The best present I ever got was a bicycle when I was a little girl. Unfortunately, I fell off a day after I got it. My mummy said it was my own fault for showing off.
"Actually," she smiles, fluttering her eyelids in a way that no longer works on anyone round here, "I really want a Saturn for Christmas." Join the queue.



MARCUS

"I want a new picture for the editorial pages!" whines Marcus, tears streaming down his face. "This one's three years old!" There's little consoling the distraught dep as he continues looking for his pressie. "The best present I ever had was joining MEAN MACHINES," he sniffs, "and I suppose the best present I could hope for would be the chance to continue contributing to such a warm, friendly team." Marcus is still waiting for his present from the others, who claim it must have got lost under the tree.

GUS
Angus likes nothing better than swinging the night away to the silky smooth sounds of Mantovani. "Hey baby, where have you been all my life?" etc.

LUCY
Looks like Claire's five quid poorer after Lucy wins the bet and smooches with Gus. If she lets him nibble her ear she wins a tenner.

STEVE
Steve's had a bit too much to drink. Just as the party begins he creeps upstairs, gets changed and plucks up the courage to make a special confession to the others. "I know this will come as a shock," he stutters, "but I can't deny it any longer – I'm afraid my arms really are stuck in this position."

MARCUS
Marcus's record collection is going down a treat. As the sweet sounds keep spinning and the night draws in he contemplates slipping out of the tweed and into something more comfortable – say, a woolly cardigan.

CLAIRE
Always the bridesmaid, Claire sits by the sidelines, hoping one day her prince will come. Looks like it's going to be another lonely night cuddling up to Hamley.

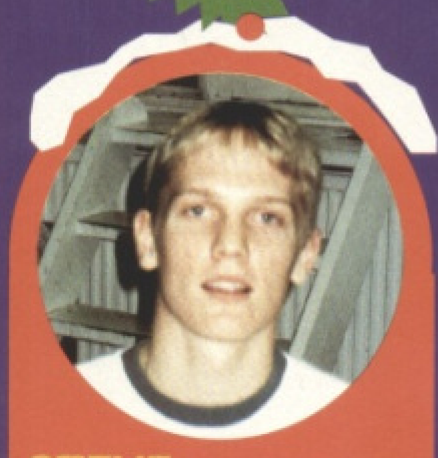
IT'S GOING TO BE A GROOVY CHRISTMAS, KIDS!

…, and fond thoughts of Christmas present fill the MEAN MACHINES …ifts and brandishing mistletoe, their thoughts turn to things Yuletide...



LUCY

The darkest corner of the MEAN MACHINES winter wonderland cabin is occupied by an exhausted Lucy Hill, slumped in a corner with a box of liqueurs in one hand and a bottle of Babycham in the other. This is the girl your mother warns you not to dance the conga with at the office party. "I want lots of snogs for Christmas!" she slurs. "And I want Santa to come down my chimney and fill my stockings." Not used to drinking anything other than Newcastle Brown, Lucy is the first to flake out after the Queen's speech. Time for an early night, we think.



STEVE

Our staff writer's ideal present this Christmas would be Teri Hatcher (aka Lois from the New Adventures of Superman) on a fur rug in the MEAN MACHINES log cabin. Steve, who insists that the pile of tissue paper by his bed is actually the wrapping from his presents, would nevertheless settle for driving lessons so he could get round her house and ask her out. "The best present I ever got was a Rubik's Magic puzzle," he beams, warming his hands by Gus's glowing embers. He had a very sheltered upbringing, you understand.



HAMLEY

Hamley is, er, Claire's teddy bear, and the latest addition to the team. Our new furry chum has been offering invaluable advice and technical assistance since he took pride of place in the office. Seen here on his recent holiday to Lanzarote (he took Claire along for company) Hamley has spent the MEAN MACHINES Christmas holiday skiing and helping Claire cook dinner. "He's been very helpful," she says, "although there was a nasty mishap with the turkey stuffing. I don't think he'll ever be the same."

SANTA'S LITTLE HELPERS

FATHER CHRISTMAS
Steve 'humbug' Merrett
SCROOGE
Gus 'lump of coal' Swan
RUDOLPH
Claire 'bulging stocking' Coulthard
BOB SCRATCHIT
Marcus 'pudding' Hearn
CHRISTMAS FAIRY
Lucy 'nutcracker' Hill
SNOWBALLS
Steve 'steak and chips' Key
ICE QUEEN
Liza 'humbuggette' Merrett
DONNER
Ian Thompson
BLITZEN
Tina Hicks

SPECIAL THANKS TO: Susie at Core, Sonya Grigoruk at Paine Associates/Disney Interactive.

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DOG AND BONE: 0171 972 6700
ANDREX CHALLENGER: 0171 972 6701
PRINTED BY: COOPER CLEGG
COLOUR: SARAH-JANE LEAVEY, GARY LORD & SARAH BEST
DISTRIBUTED BY: BBC FRONTLINE
PRINTED IN THE UK

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COVER BY CORE/ARCANA.

SUBSCIRPTION & BACK ISSUE ENQUIRIES
TOWER PUBLISHING
TOWER HOUSE
SOVEREIGN PARK
LATHKILL ST
MARKET HARBORO
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SUBSCRIPTION RATES (12 ISSUES INC P&P)
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Gus' final bit Christmas presents to the deserving few; for those who want pre-arranged review marks: A golden jobby; for those who hawk their wares round the House of Shame: poor sales; for those after media attention with no thought for those they might offend: peeling posters. For those with faith in the Good Fairy: bountiful Gallup placings.

NEWS

WIPEOUT ON SATURN

SHOCK CONVERSION SCOOP!

ALL PICS ARE PLAYSTATION VERSIO

MEAN MACHINES understands from its Japanese sources that a conversion of Psygnosis' Wipeout for the Saturn will be available in 1996. The shock news is less surprising in the light of the Sony-owned company's decision to port various Playstation projects, including Lemmings 3-D to other formats, initially PC-CD ROM. This returns to earlier plans voiced in 1994 to support the Saturn with Psygnosis titles including Discworld, despite the company being heavily involved with Sony's rival hardware launch. It is still unlikely, however, that Psygnosis would itself publish any conversion. No official announcement has been made, but work is rumoured to be under way, with exceedingly good reports of the early versions. The story ties in with the view of Tom Kalinske, President of Sega of America, who claims '95% of all titles on Playstation will be available for Saturn'. Wipeout has been the most acclaimed Playstation game so far, a fast futuristic racer using stylish hover vehicles. There are no plans for Sega titles to appear on Playstation. More details on this story as they emerge.

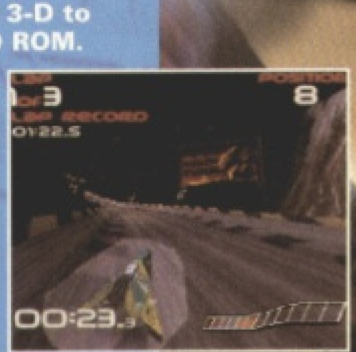
WIPEOUT

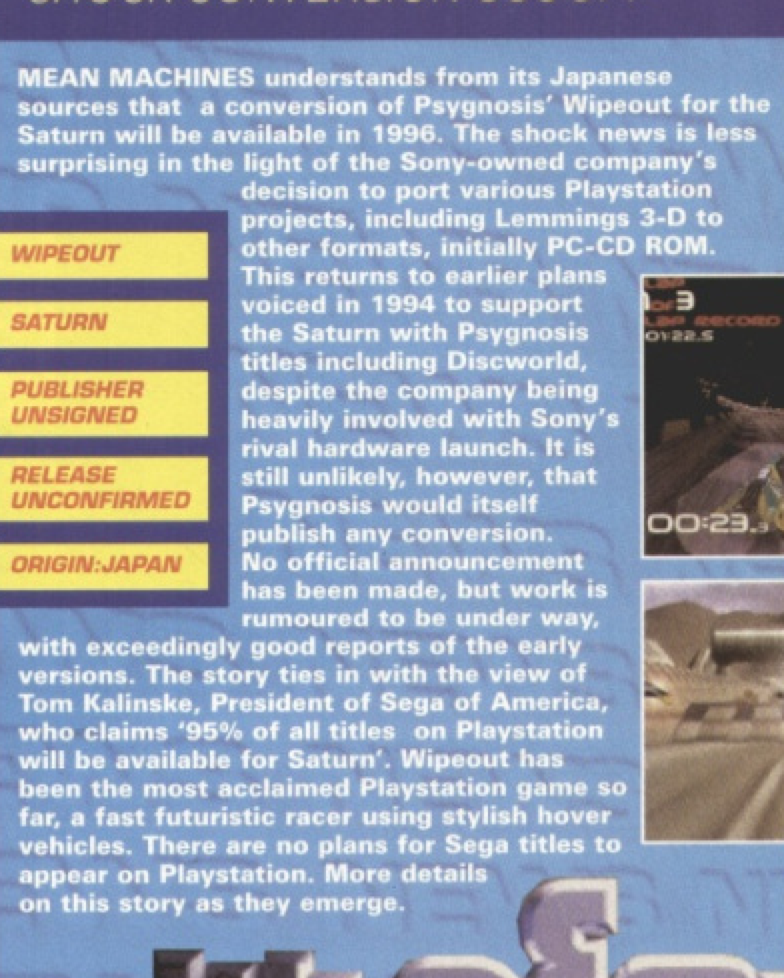
SATURN

PUBLISHER UNSIGNED

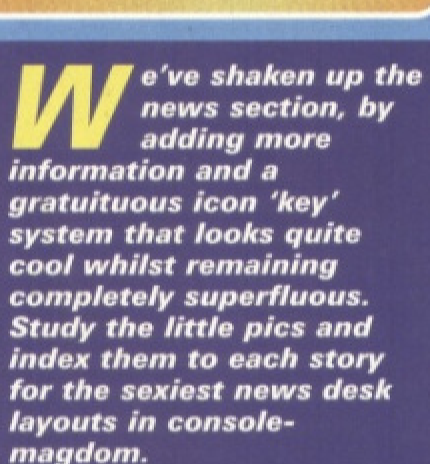
RELEASE UNCONFIRMED

ORIGIN:JAPAN



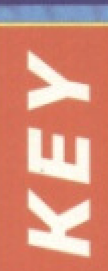




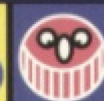


We've shaken up the news section, by adding more information and a gratuitous icon 'key' system that looks quite cool whilst remaining completely superfluous. Study the little pics and index them to each story for the sexiest news desk layouts in console-magdom.

KEY




competition

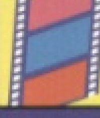



new game


japan news


tipped for the top


exclusive news

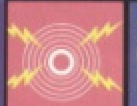

film news

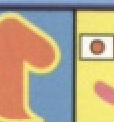
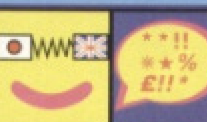

news update


gossip














INTERGALACTIC GARGOYLE BLASTER



GARGOYLES

SEGA

MEGADRIVE

RELEASE: JANUARY

ORIGIN: US

These are the first UK pics you'll see of Disney's Gargoyles — a stylish new platformer based on the unconventional animated series currently doing the cable TV rounds. Gargoyles has been programmed by Funcom of Norway, one of several projects they've tackled in 1995. It's a platform beat 'em up, with you taking the role of bloodthirsty Gargoyle, and assaulting Viking fortresses and more modern surroundings, disembowelling bearded dwarves with your long talons. Lots of flickering torches and howls, making this slightly too adult for the Disney name — it will be released under the Buena Vista label. In any case, it looks like being quite a playable excursion.

SNK AWAY




TITLE:VARIOUS

SEGA

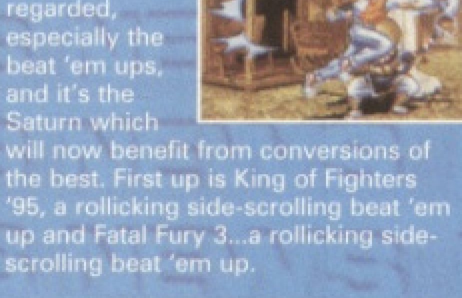
SATURN

RELEASE: UNCONFIRMED

ORIGIN: JAPAN

Sega are ebullient in signing a new deal with SNK Corporation, the manufacturers of the NEO GEO coin-op and home system. NEO GEO has never made a big splash outside the arcades, but some of its games are highly regarded, especially the beat 'em ups, and it's the Saturn which will now benefit from conversions of the best. First up is King of Fighters '95, a rollicking side-scrolling beat 'em up and Fatal Fury 3...a rollicking side-scrolling beat 'em up.







SPINELESS INDIVIDUALS




WORMS

TEAM 17

FORMAT: VARIOUS

RELEASE: DECEMBER

ORIGIN UK

Team 17's Worms, a light-hearted stragetic/ action wargame is due out in December, but unexpectedly on Saturn first. Originally, the Northern developer had hoped to have a Megadrive version out for September, but this has now slipped until March 1996. The Saturn version features the same basic appearance but gameplay as addictive as lottery scratchcards. A couple of weapons need to be added, but an expansive review next issue is assured.







NEW VIRGIN TERRITORY:

THE WOOING OF CAPCOM

Virgin have sealed one of their biggest Sega deals ever by taking on much of Capcom's output in the remainder of 1995 and into 1996. This includes all the major Saturn projects in development, which, unsurprisingly includes a hell of a lot of A-title material.
The only big Capcom release not in the mix is X-Men, which is subject to a previous arrangement with Acclaim. However, the rest of the booty is well impressive:

TITLE:VARIOUS
PUBLISHER: VIRGIN
SATURN
RELEASE: EARLY '96
ORIGIN:JAPAN

STREETFIGHTER ALPHA

A prime release, as Streetfighter's appeal seems concentrated in the original action rather than the lame Movie update. Alpha has made quite a name in the arcades and Capcom should be able to recreate it as stylishly as they have X-Men.









VAMPIRE HUNTER: DARKSTALKERS II





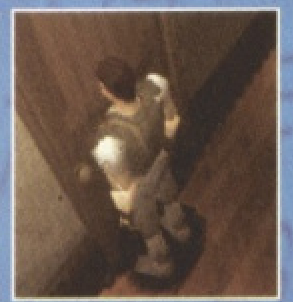
Capcom have opted to skip the original Darkstalkers and go straight for the sequel on Saturn. Perhaps predictably, it's a one-on-one beat 'em up, but has some amazing cartoon graphic animation. Representations of horror characters — vampires, werewolves etc. fight it out. From the state of the art coin-op.

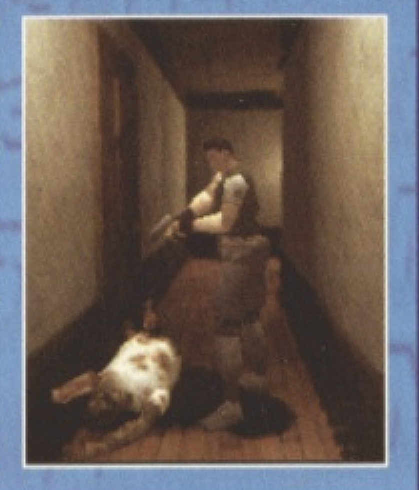


BIOHAZARD

Currently, this is Playstation territory, (titled 'Resident Evil') with Capcom well on the way to creating their first arcade adventure. But the latest news points to an early Saturn conversion of Biohazard, which looks like being pretty revolutionary. The game adopts a complex isometric viewpoint, a bit like Infogrames' Alone in the Dark, but the gameplay is streets ahead, with realtime battling with horrifying monsters (terrifyingly texture-mapped) literally bursting through the floor and demanding to be fought. Biohazard is tipped as a blockbuster for '96.







CUP HANDS



Golf gaming 'gain, with another pulse-raising simulation due, this time from US Gold. It's resurrection time, with the formidable World Cup Golf, once programmed for the Mega-CD but never released, put back together for the Saturn. It's certainly impressive to look at, with countless rendered views of the Hyatt Dorada course. And option-wise it's not going to suffer either. Completion should be soon, too.



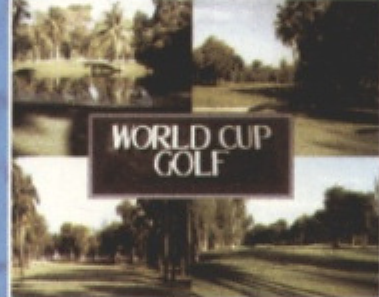
WORLD CUP GOLF

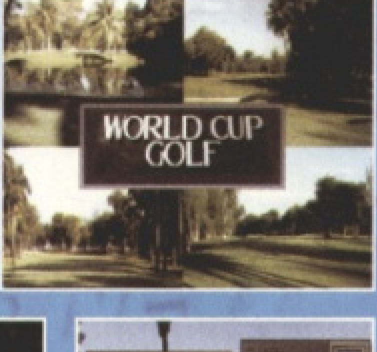
PUBLISHER: US GOLD

SATURN

RELEASE: FEBRUARY '96

ORIGIN: UK

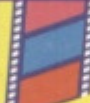








BAT IN HAND

Acclaim are so bloody busy, they just keep chucking games out faster than we can review them. Last summer's big movie, Batman Forever, is this month's big Game Gear release (if such things exist). It's a beat 'em up, just like its elder Megadrive sibling and uses the same kind of sprites and backdrops, controls and weapons as the 16-bit version. Except smaller.

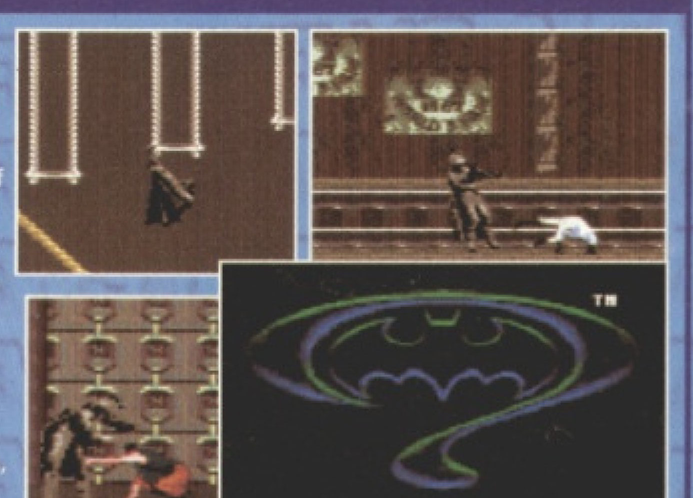
BATMAN FOREVER

PUBLISHER: ACCLAIM

GAME GEAR

RELEASE: OUT NOW

ORIGIN: UK



COP COMES IN AT £60

In an announcement that is music to our ears, Sega say that the forthcoming Virtua Cop, previewed in this issue, will be £60, including the light gun designed specially for use (it's so much better with the add-on). A separate pack without said implement is planned also. There's also a clearer idea of the release, with December the 8th pencilled in (might change).

VIRTUA COP

PUBLISHER: SEGA

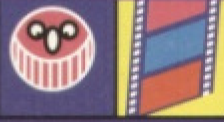
SATURN

RELEASE: DECEMBER 8

ORIGIN:JAPAN



LOVE TORPEDOES



This looks to us, but you never can tell with these Japs, like a conversion of In The Hunt, an Irem coin-op of side-scrolling, sub-shooting musical marvellousness that graced the arcade a couple of years ago. If not, Irem should be phoning the lawyers now. Anyway, it's just the kind of thing we want to see for the Saturn in 1996.

IN THE HUNT?

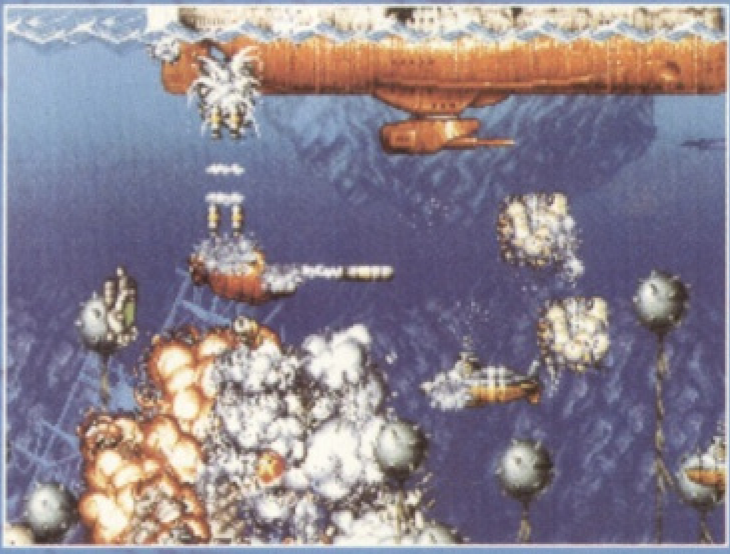
PUBLISHER: UNKNOWN

SATURN

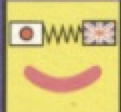
RELEASE: UNCONFIRMED

ORIGIN: JAPAN



YOU LITTLE MANX


It's not all slacking for Sega's AM3 team, sitting around converting Sega Rally. Evidently, given that they have a stunning new motorbike coin-op, Manx TT due out. There are two possibilities for an Isle of Man TT game. First involves being a middle-aged, bearded 'Quo fan, sitting in pubs in Douglas and telling made-up bikers' tales. The second is the hair-raising polygon racing fest we believe you are seeing opposite.

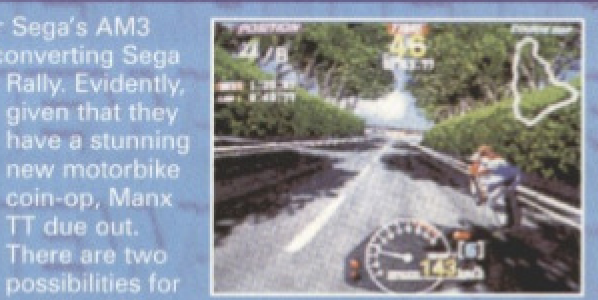
MANX TT

PUBLISHER:SEGA AMUSEMENTS

ARCADE (CG 2)

RELEASE: UNCINFIRMED

ORIGIN: JAPAN





20,00 LEAGUES



EA add to their burgeoning sports range with a game based on Australian Rules Rugby, basically the same as our Rugby League. Not to be confused with Australian Rules Football. Like many of the Megadrive range, it's an update of their previous International Rugby, but there are a few important gameplay changes, relating to the League game. As there are no rucks or mauls, play is a lot faster, with sides taking possession for six tackles. Out before Christmas, and a review next issue, along with PGA '96 and NBA Live '96.

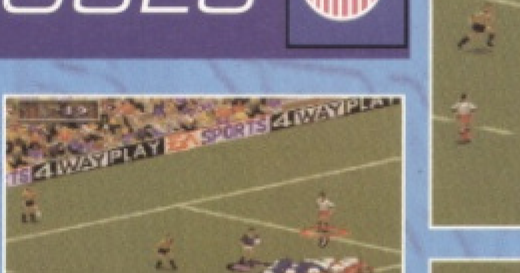
AUSTRALIAN RULES RUGBY

PUBLISHER: EA

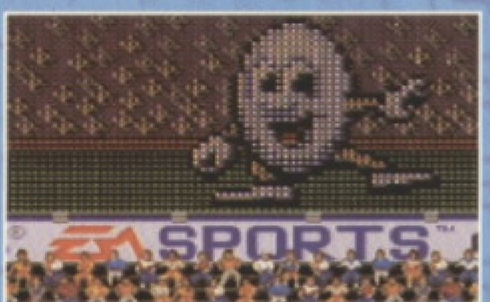
MEGADRIVE

RELEASE: DECEMBER

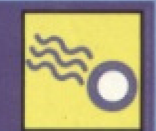
ORIGIN: UK







GHOST IN THE MACHINE



The spectre of Viacom's Phantom 2040 looms on the release horizon, with the fast platform shooter due any time now on the Megadrive format we know and love. Mysteriously its ghostly nature has eluded our review procedure, but we shall see about remedying that for next issue. In the meantime, Viacom are so enthused about the game, which has over 50 levels, they've pulled five copies out of their crypt as prizes: if you can't see the review at least you can win the game! Just wing a simple answer to a simple question at our normal address marked 'Fan tum compo':



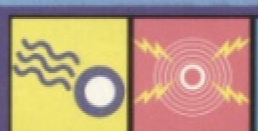
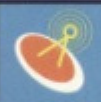
Q:What ghost starred in one of this summer's big family movies?

We'll pick five winners from the correct entries. Closing date 31st December 1995. Normal competition rules blah, blah, blah.

YOU DON'T SAY

The Toy Story bandwagon is just start to roll, but few realise that it's actually the work of a UK Developer — Travellers' Tales. They seem to have hit the jackpot with a game many are saying sets new limits for the Megadrive. In Japan, Virtua Fighter mania has reached fever pitch with the imminent arrival of VF2 on Saturn: 1.5m copies are already ordered in advance sales — about the size of the entire installed base! With the premature leak about Wipeout, all may not be well at Sony, compounded by the fact the deal is a package, with other Pysggy titles: Destruction Derby, Assault Rigs etc., also due.
Team 17 are not phased by the delay on Worms, despite having to remove some of the effects and change names for legal reasons: they already have a second project , Witchwood, under way. It's to be a Zelda-esque adventure, with an incredibly detailed palette of colours. Not a million miles away, Core are sitting on a well advanced version of Tomb Raider, which looks unbelievable. All their games, except Shellshock, are developing quicker than expected — even Tee-Off, the Saturn golf sim we covered two years ago is back on track! Finally, an unnamed developer in the Midlands is set to pick up two huge projects; one from Williams, who are developing an arcade beat 'em up, and another from that movie studio who makes the animated films we know and love....
Gus.

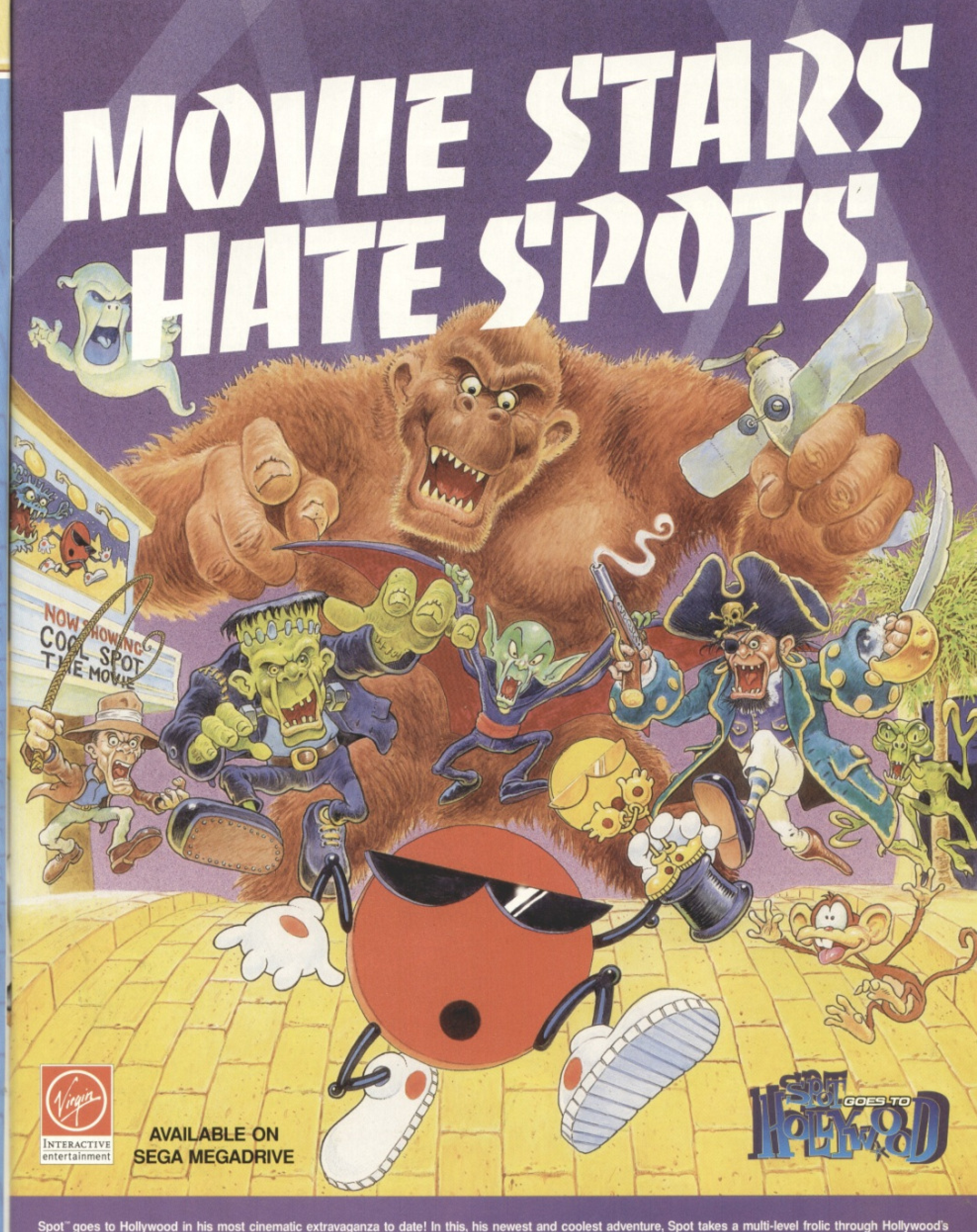
THE DIRECTOR'S CUT

Virgin, feeling rather frisky after the review success of Cool Spot goes to Hollywood (scored 91%) have offered us some limited issue Cool Spot director's chairs for a cool mini-comp. These should prepare you for the arrival of Cool Spot on Saturn, currently in its final stages of development (see next issue for a full preview). Anyway, these chairs are top. Our office one is the official 'naughty chair' that Lucy is sent to when she swears or sticks her gum under the desk. Fashioned in attractive canvas and black wood, they fold easily and seat comfortably. For one of 10, just send us the answer to this question.

Q:What breed of spotty dog starred in a famous Disney animated movie?

10 winners will be drawn from the correct entries. The closing date is 31st December 1995. Normal competition rules apply.



Spot™ goes to Hollywood in his most cinematic extravaganza to date! In this, his newest and coolest adventure, Spot takes a multi-level frolic through Hollywood's greatest film genres. All this in a fantastically rendered 3D environment that's sure to make this extravaganza the coolest blockbuster you've ever played!

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We select the Video CDs that should be in the discerning Saturn owner's Christmas stocking. And a few you should leave at the bottom of the chimney...

CROSS ROAD – THE BEST OF BON JOVI





16 videos that tell the story of the MOR rockers' glittering career. Despite enormous record sales, Bon Jovi still personify the prissy permed rock outfits that, ironically, heavy metallers seem to despise more than anyone else. These discs show them outgrowing the sequins and the spandex, but sadly not developing their video-making techniques beyond the cliched swooping stage shots and grainy backstage cutaways. This VideoCD has been bolstered with previously unreleased Jon Bon Bovi solo videos such as Blaze of Glory. The encoding is able to keep up on all but the busiest concert audience shots.



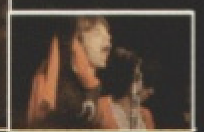
CERTIFICATE:	EXEMPT
PRICE	£19.99

GIMME SHELTER – THE ROLLING STONES





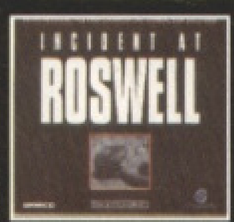
The Rolling Stones culminated their 1969 US tour with a free concert at the Altamont Speedway, and roped in California's Hell's Angels to lay on the security. The event ended in tragedy when one of the bikers murdered an audience member, but the gig itself saw the Mark 2 Stones line-up (with Mick Taylor replacing Brian Jones on guitar) at a peak. These discs, featuring highlights of the tour and the Altamont gig itself, have a track listing that reads like a greatest hits of the band's Sixties' output. The concert footage itself is remarkably sophisticated by the standards of the day, and encoding is of a good quality.



CERTIFICATE:	15
PRICE	£19.99

INCIDENT AT ROSWELL





Of all the myths in UFO folklore, the 'crash landing' of a flying saucer near the Roswell US Air Force in July 1947 is the most enduring. This fascinating documentary (originally shown on Channel 4 earlier this year) includes recently discovered footage supposedly showing the autopsy of an alien being killed in the crash. The prolification of eye-witnesses and the ensuing cover-up have already convinced many that something bizarre happened, but it seems the legitimacy of the footage (which is featured in its entirety at the end) is something only you and your zoom button can decide. Definitely not for the squeamish.

CERTIFICATE:	EXEMPT
PRICE	£14.99

SABOTAGE – BEASTIE BOYS





The brat pack are seen in 18 tracks of concert and concept footage from their last few albums. In this country, these discs are only likely to appeal to the group's somewhat dwindled fan base, but tracks like the furious Jimmy James and the excellent Triphammer deserve more attention then they're ever likely to receive. The highlight is the excellent title track Sabotage – the Beastie Boys re-enactment of a cliched '70s cop show, complete with long wigs and droopy moustaches. As with the Bon Jovi discs, the encoding only really gets 'blocky' on audience scenes.





CERTIFICATE:	15
PRICE	£17.99



DECADE – DURAN DURAN





The most intriguing thing about Duran Duran's video legacy is how quaint and charming the coiffured popsters looked when they obviously thought they were being dead sophisticated. These discs contain an embarrassment of riches from New Romantic's heyday – Planet Earth, Rio and The Reflex all show video-making at its most decadent, while the full-length version of Girls on Film is still very saucy 14 years on. This version of Decade has been updated with the group's recent 'comeback' singles Ordinary World and Come Undone. Encoding only seems to falter when the monstrous Wild Boys gets a bit frantic, but if you've made it that far you won't mind.



CERTIFICATE:	18
PRICE	£19.99



REVIEWS



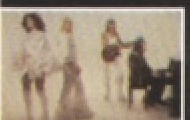
ABBA






Some people think ABBA are as significant to modern music as the Rolling Stones. Others think they were two Swedish nerds who needed a haircut and two Swedish bints who couldn't apply their make-up correctly. If you are a devotee, then ABBA Gold is a document of their early hits, with a few moments of glam rock high-camp, and costume awfulness that actually passes the embarrassment barrier to become mildly curious. The main problem is that many of these tracks of the pre-music video age re-use a thin amount of visual material, very little of it inspiring.

CERTIFICATE:	PG
PRICE	£14.99

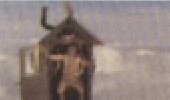



CHITTY CHITTY BANG BANG



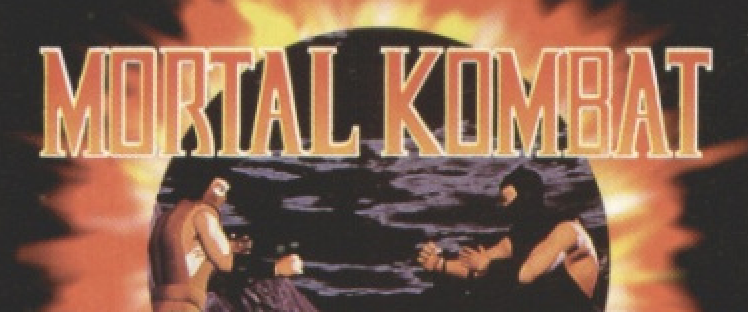
This 1968 children's classic comes on a whopping 3 discs. Quite why, when its 137 minute running time could have been squeezed on to two is a mystery. This overblown fantasy is actually something of an alternative James Bond movie – it was written by Ian Fleming, produced by Cubby Broccoli and co-starred Gert 'Goldfinger' Frobe. What more do you need to know? The car is brilliant, the songs are surreal and Dick Van Dyke is...not as annoying as when he was in Mary Poppins. However, since it's on the TV every christmas, we suggest you invest in a blank VHS instead.

CERTIFICATE:	PG
PRICE	£19.99

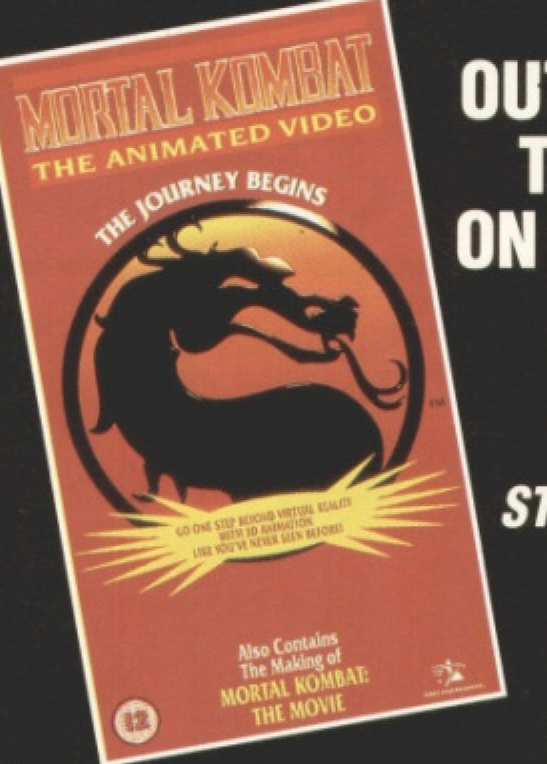


MORTAL KOMBAT- *explodes on to your screen in this pulse- pounding animated action-adventure video.*



MORTAL KOMBAT- THE ANIMATED VIDEO *contains amazing never- seen before computer generated 3D fight sequences and special effects.* **Plus** *an exclusive behind the scenes look at the making of the 'Smash hit' film* **MORTAL KOMBAT**





OUT NOW TO BUY ON VIDEO *AT ALL LEADING VIDEO STOCKISTS*



© 1995 NEW LINE HOME VIDEO



AND A COPY OF UBI-SOFT'S STORMER PLATFORMER!

Everyone knows that France is a country noted for its generosity: The French always feed their veal generous amounts of milk, and serve frog's legs with generous amounts of garlic butter.

Now you can be on the receiving end of their hospitality, with Ubi-Soft, the French software house that is as French as smelly cheese and Vanessa Paradis. To celebrate the launch of their acclaimed Rayman platformer (91% Megagame in issue 37) for the Saturn, they are offering the top prize of a French Saturn (or Le Saturn, as the call it) for the winner, plus copies of the game for themselves and five runners up.

A further five winners, will think themselves even luckier by picking up an exclusive Rayman wristwatch by way of a 'consolation prize'. And everyone can benefit next month by picking up MEAN MACHINES with its detailed mapped guide to Rayman, with all the hidden bits revealed.

So what Herculean endeavour must be encompassed to win this prize? Simply a qualifying multiple choice question — and then a tie-breaker test of your poetic skills. First send a postcard with the answer to this teaser:



Q:How many hours is the approximate scheduled trip from London to Paris by Eurostar train?

A) 2 hours
B) 3 hours
C) 5 hours

TIE-BREAKER

Secondly you should write a short poem — no more than FOUR lines, on the subject of Rayman. No epics, please. The winner will be picked on the basis of this if there is more than one correct answer to the question. The judges decision is final in the matter.

PRIZES:

1 SEGA SATURN AND COPY OF RAYMAN

RUNNERS UP:FOUR COPIES OF RAYMAN

THIRD PRIZES:FIVE RAYMAN WATCHES

Normal competition rules apply. No employees of EMAP IMAGES or UBI-SOFT, or their relatives may enter. Final date for entries is 31st December 1995. Winners will be notified by post.

I'VE GOT THINGS SORTED.

EVERY MORNING AND EVERY EVENING I CLEAN MY FACE WITH **OXY DAILY FACE WASH.** IT CLEARS MY PORES OF ALL THE GREASE AND MUCK THAT CAUSES SPOTS. AND BECAUSE IT'S MEDICATED IT HELPS TO KILL THE BACTERIA THAT CAUSE THEM. LET'S FACE IT, I DON'T WANT SPOTS MESSING UP MY LIFE.



SPOTS? OXYCUTE 'EM WITH OXY 10!

OXY 10 TREATMENT FOR SPOTS CONTAINS BENZOYL PEROXIDE · ALWAYS READ THE LABEL · OXY AND OXYCUTE 'EM! ARE TRADE MARKS.



BY: CORE

RELEASE: DECEMBER

PRICE: £44.99

GAME TYPE: SHOOT 'EM UP

BREAK DOWN

1 PLAYERS



ORIGINALITY

OPTIONS

CONTROL
JOYPAD

GAME DIFFICULTY
HARD

CONTINUES
NONE

SKILL LEVELS
3

RESPONSIVENESS
BRILLIANT

CHALLENGE



ACTION

ORIGIN

A sequel to Mega-CD Thunderhawk, but all-new in every respect apart from concept.



STRATEGY

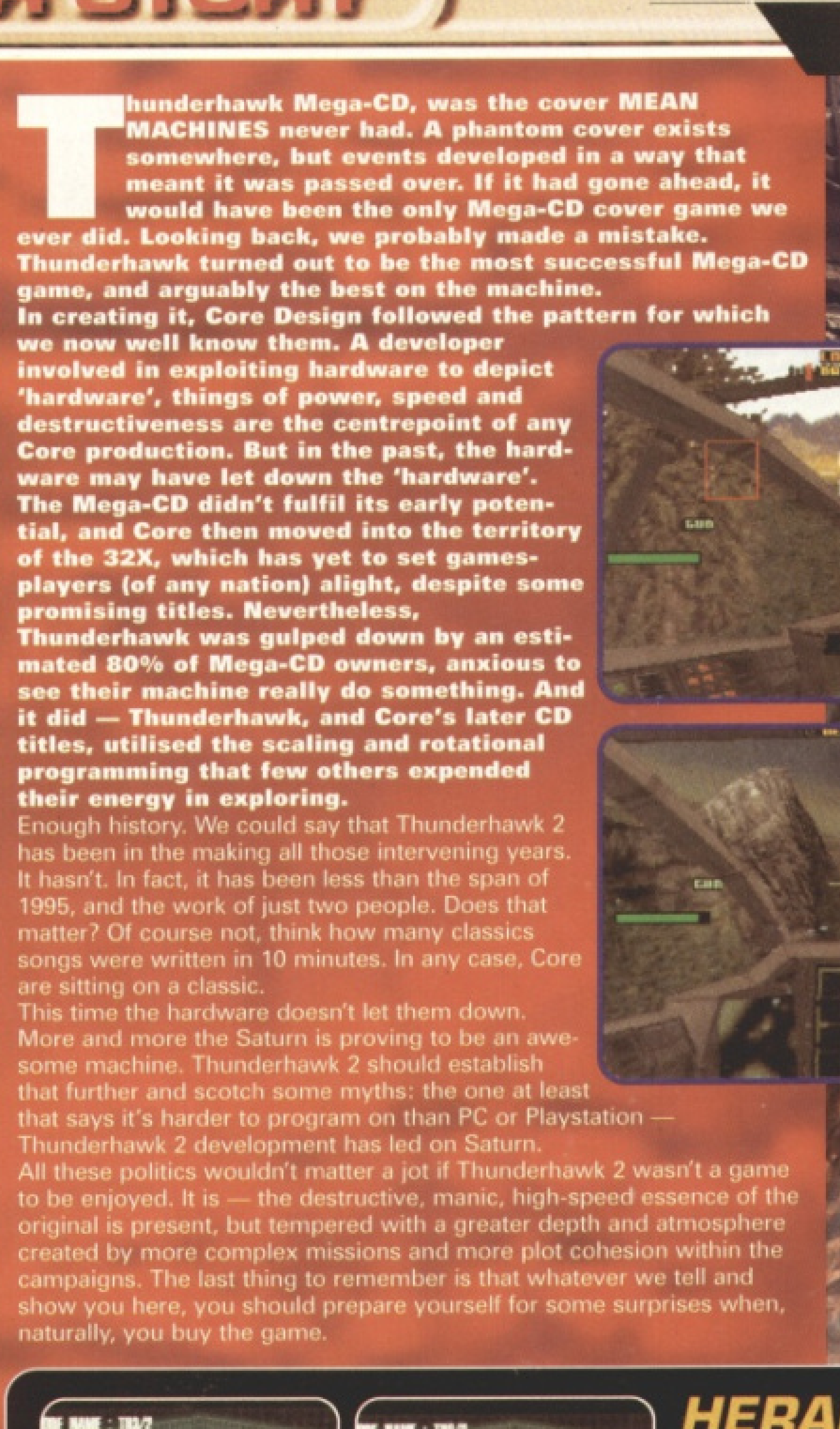
GAME AIM

Travel across the globe fulfilling the objects of 27 distinct missions in eight campaigns.

REFLEXES

BEAT THIS

TWO STRIPES.



Thunderhawk Mega-CD, was the cover MEAN MACHINES never had. A phantom cover exists somewhere, but events developed in a way that meant it was passed over. If it had gone ahead, it would have been the only Mega-CD cover game we ever did. Looking back, we probably made a mistake. Thunderhawk turned out to be the most successful Mega-CD game, and arguably the best on the machine.
In creating it, Core Design followed the pattern for which we now well know them. A developer involved in exploiting hardware to depict 'hardware', things of power, speed and destructiveness are the centrepoint of any Core production. But in the past, the hardware may have let down the 'hardware'. The Mega-CD didn't fulfil its early potential, and Core then moved into the territory of the 32X, which has yet to set games-players (of any nation) alight, despite some promising titles. Nevertheless, Thunderhawk was gulped down by an estimated 80% of Mega-CD owners, anxious to see their machine really do something. And it did — Thunderhawk, and Core's later CD titles, utilised the scaling and rotational programming that few others expended their energy in exploring.



Enough history. We could say that Thunderhawk 2 has been in the making all those intervening years. It hasn't. In fact, it has been less than the span of 1995, and the work of just two people. Does that matter? Of course not, think how many classics songs were written in 10 minutes. In any case, Core are sitting on a classic.
This time the hardware doesn't let them down. More and more the Saturn is proving to be an awesome machine. Thunderhawk 2 should establish that further and scotch some myths: the one at least that says it's harder to program on than PC or Playstation — Thunderhawk 2 development has led on Saturn.
All these politics wouldn't matter a jot if Thunderhawk 2 wasn't a game to be enjoyed. It is — the destructive, manic, high-speed essence of the original is present, but tempered with a greater depth and atmosphere created by more complex missions and more plot cohesion within the campaigns. The last thing to remember is that whatever we tell and show you here, you should prepare yourself for some surprises when, naturally, you buy the game.

HERALDING THE STORM

As a foretaste, this section of the intro depicts the transition of the Thunderhawk AH-64 attack chopper from a virtual concept to an awesome reality: the helicopter rotates in CAD form before rising before you and crashing through the screen.









Blue Thunder style graphics disguise the fact that this machine...

...makes Blue Thunder look like a Morris Minor.



BLITZKREIG

There have been several stunning intros for Saturn games, but Thunderhawk's is exceptional. This showreel exhibits the sequence from panoramic intro, through diagramtics and finally to the devastating finale. The incredible thing is the visuals of the actual game are almost as good.





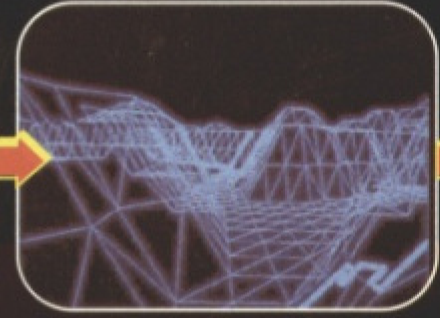


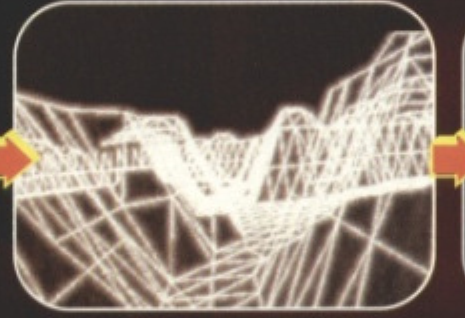
THUNDERHAWK II FIRESTORM

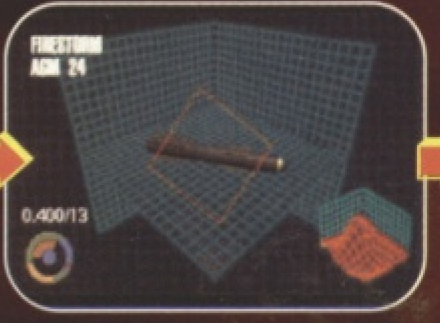
ORDERS ARE ORDERS

Over the next four pages you will find briefings for the first eight missions of Thunderhawk 2. These initiate the eight regional campaigns. The game's structure allows you to tackle any of these missions from the beginning. There are another 21 besides these. It's hard to generalise about missions because they diversify greatly. Generally there is a set of primary objectives, though these may range from convoy protection to the destruction of a specific site or target. They range from forest, desert and plain to sea, canal, even night missions. Should you fail to complete a mission (which doesn't always mean being shot down) you lose one of three lives. Completion results in passwords, and sometimes the precious medals sported by true veterans.









CAMPAIGN 1: SOUTH AMERICA










The South American campaigns are probably the easiest to start with. This particular campaign introduces you to enemy helicopters and static ground-based units. In the initial mission, the enemy is involved in arms running operations, and you must prevent the take-off of their cargo planes by bombing therunways, located at the far north of the combat area. Disabling the three early warning radar systems is necessary beforehand, or fighters will scramble and are particularly difficult to down.



CAMPAIGN 3: CENTRAL AMERICA

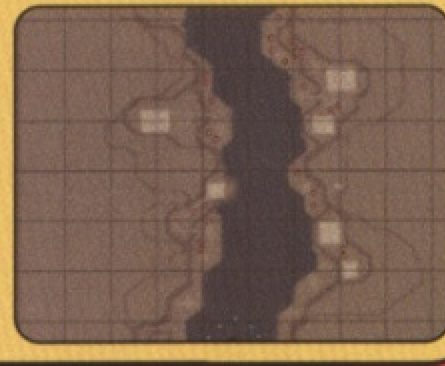


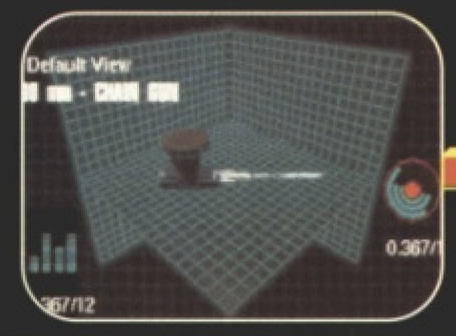




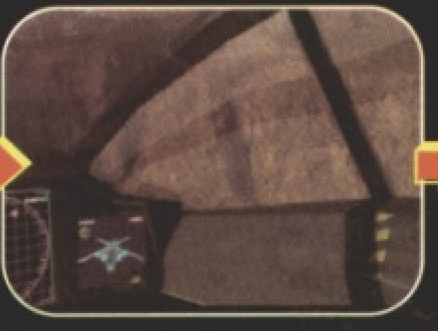



The troubled and strategically vital country of Panama figures in this campaign, with its dictator attempting to control the canal linking the Atlantic and Pacific oceans. The first mission hands you the onerous task of escorting five friendly ships through the canal, which has been fortified with heavy artillery, protected in its turn with air support. You must defend your ships as well as yourself from attack coming from land, air and sea.







CAMPAIGN 2: SOUTH AMERICA













All three of these missions are under cover of darkness, making it hard to pick out targets, especially amongst the thick cover. The campaign commences with one of your top secret Stealth fighters crashed, and four seperate enemy convoys making off with hardware from the crash-sites. Using radar and visual identification, you must eliminate each one before it leaves the area. Future missions require you to destroy trains and a huge transport plane.



CAMPAIGN 4: CENTRAL AMERICA













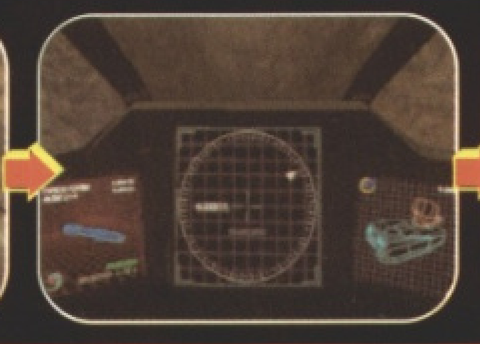


Defending the 'soft underbelly' of the United States is a contentious and often dirty job. As force is being employed by the Panamanian dictator, you must retaliate in kind. Thunderhawks are sent to liberate areas of Costa Rica which have been invaded. The objectives are complicated by the settlements in question being spread out and the enemy having already established fortifications and sophisticated missile batteries.











CAMPAIGN 5: EASTERN EUROPE













Firestorm wanders into topical territory with a campaign that clearly reflects the situation in the former Yugoslavia. Acting for NATO, the first of your missions is the protection of a convoy of neutral forces, clearly indentifiable in their white, unarmed vehicles. You must clear a way along their route by any means necessary. In one of the trickiest and most tense early missions, you must restrain yourself from killing orgies, as the convoy is vulnerable and easy to lose. Many of the enemy guns can reach it from considerable distance, from the cover of hill country.



CAMPAIGN 7: MIDDLE EAST







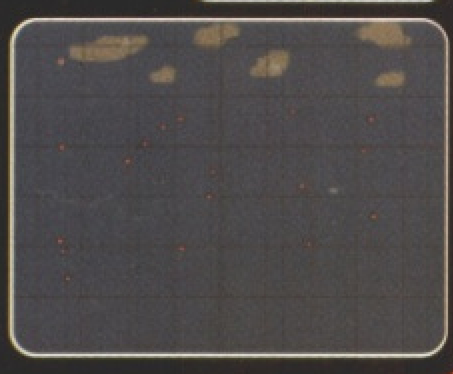








Subtitled 'The Oil Dispute', this visits the familiar territory of the Iraq/Kuwait conflict that became the Gulf War. For the purposes of this campaign, Saddam has been foolish enough to reassemble an invasion force — this time seaborne. A daunting armada of vessels, equipped with anti-aircraft armaments are heading for the Kuwait coast. Although the problems of terrain don't figure in this first mission, the mobility and concentration of the enemy leaves you feeling exposed to attack from all sides.











CAMPAIGN 6: MIDDLE EAST

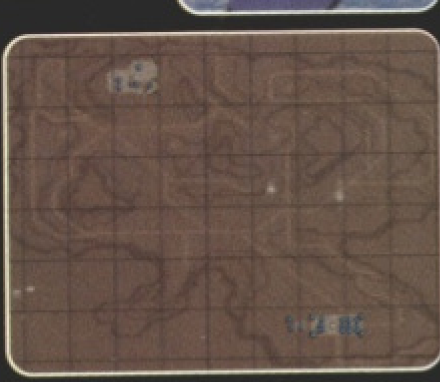








Graphically, this is a stunning departure from the rest of the game, using gorgeous russet colours and textures on an epic scale to portray the mountainous region of the war zone. Your allies, the Jordanians, have established a stronghold amidst enemy territory. Your initial task is as part of a helicopter force travelling between them. There is ample scope for taking out the SAM missile sites located on the steep plateaus. However, there is the risk of mistaking one of the enemy choppers for your own, resulting in a regrettable 'friendly fire' incident. Excercise caution.



CAMPAIGN 8: SOUTH CHINA SEA










This campaign against piracy in South East Asia (in reality a growing menace) gives you the chance to fight in open water, making for some of the fastest and most exhilarating campaigns. The first is a blockbuster, with a handsome cruise liner under attack from pirates in command of a small navy! Flying from an island, you first encounter patrol vessels before tackling the larger frigates which have hemmed in their prey, making 'collateral damage' to the liner a constant threat. They have batteries of sea-to-air missiles. You however, have 500lb bombs...

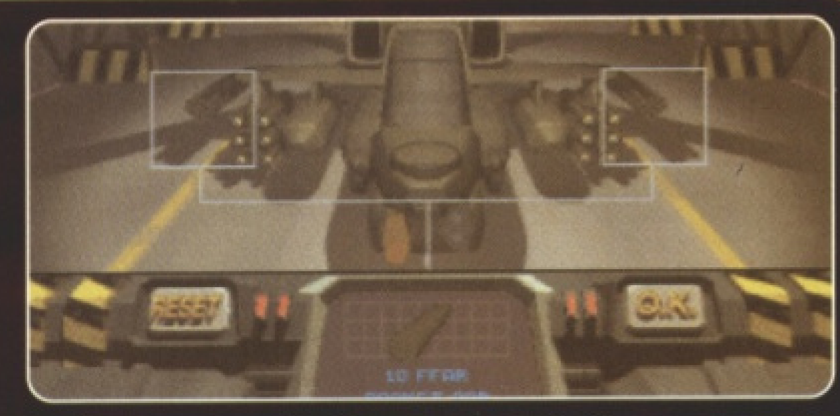






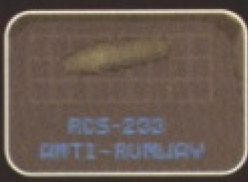

THE WINGED AVENGER

The AH-64 carries a chilling arsenal of high-tech, high explosive diverse weapons for all combat situations. In addition to your limitless chain gun, you have three banks of weapons attached to either wing. Prior to each mission, the Saturn offers a default configuration would will see you through any mission, but there's nothing to prevent you re-arming your chopper, and it's a simple process. In flight the weapons are magnificent, especially the Firestorm missiles, which track targets on your heads-up-display, offer a visual and audible signal when locked on target.















MULTIMEDIA

Core's outstanding musician Martin Iveson has been deeply involved with the project and has produced a remarkable score. Martin DJs in a popular Derby club which always has people trying to get on the guest list, and he has also produced music for the forthcoming Shellshock EP, which Core are releasing to tie-in with that game's release in December. Don't believe our hype: listen to the incredible full mixes of two tracks from Thunderhawk 2 on the CD provided with this issue.













THE HUMAN COST

Too infrequently do video games wander into the territory of macabre humour, but Thunderhawk 2 has made that journey too. When many of the enemy vehicles are destroyed, personnel flee the wreckage, making a frenzied dash for cover. It is within your power to mow them down mercilessly leaving a sprawled corpse, or if you're particularly vicious, nothing but a charred mark. They also scream. This feature, we have been informed, will not included in the German version. C'est la vie, Fritz.





MEGA GAME

INTERPOL FILE

Interpolation is the anorakal term for the most striking feature of Thunderhawk 2 — the way the graphics never break up or pixelate, no matter how close you get. The 3-D movement of other games; Bug, Hi-Octane etc. is impressive, but the images themselves inevitably suffer when viewed at close range. In Thunderhawk 2, the programmers have employed their mystical art to prevent this happening with no loss of overall speed and no slowdown at specific points. Just incredibly smooth, 25-frames per second, immensely detailed 3-D.



COMMENT



GUS

I can't deny being impressed with AM2's Saturn projects, but Thunderhawk 2 would have to be my game of 1995. It matches anything on the Saturn, any console or PC in fact, in terms of immediate visual impact, but with more depth and lasting appeal than any game yet produced for the machine. Firstly, by all standards of presentation and technical specification, Core have put their money where there mouth is — this is a phenomenal showcase for a 3-D game. Every graphical aspect is fantastic in detail and fluid motion, with no faltering when the action is frenetic: I have faced four enemy choppers on screen at once with not a frame skipped. Sound is also incredible with the weapon noises, chopper noises, speech and explosions so real you forget they aren't real. But it's in the structure of the game that Thunderhawk 2 deserves its laureate. So many missions and so much more complex than the original. And by the range of actions you are expected to perform, and styles you are expected to adopt: aggressive, defensive, surreptitious, you'll spend months first completing all 27 missions, then going back to win higher scores and greater decorations. For less skilled players there are three difficulty settings and eight separate entry points, so any one mission doesn't become a stumbling block. I want you to buy this game. I want you to see the train, engage the jet fighters, lose the convoy then frantically panic as you see tanks close on your last remaining vehicle. There are a few glitches — some clipping problems on very mountainous scenes being the most noticeable, but these are forgiven for a game that excites such admiration. Even emotion.

COMMENT



STEVE

When this game arrived in the office you couldn't walk without tripping over someone's chin in the process. All work on MEAN MACHINES stopped and the doctor was called in to treat third degree carpet burns. So to say this caused a bit of a stir would be an understatement. The intro is superb and I'm pleased to report the actual game is no let down either. There's more to it than just shooting everything in sight. For starters you have a limited amount of weapons, so wasting ammunition prevents you from destroying the main targets. The thought behind missions is outstanding as well. For instance, when called upon to protect a convoy of peacekeepers, many of the threatening guns are hidden behind hills, and a keen eye and tactics are needed for what culminates in a tense shootout. You'll discover sneaky ways to extend your lives and rise through the ranks over a long period of play. What more can I say other than put it on your Christmas lists, at the very top, IMMEDIATELY!

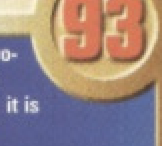
GRAPHICS 94

▲A virtual warzone, brilliantly realised. Detailed foreground terrain blends convincingly into spectacular panoramas. The enemies have a reality.

ANIMATION 95

▲Superb movement, achieved with update on par with movies. Animation to the smallest detail.
▼Occasional poor scenery clipping.

MUSIC 93



▲The music is so appropriate and excellent it should be on a CD. Oh, it is — ours!

EFFECTS 92

▲The effects are so well realised, they have subtleties all of their own. Listen to the whistling harmonics of the rockets. Speech is also used as a vital game tool.

PLAYABILITY 96

▲A triumph of easy-to-learn, sensible controls. Things to do from the first second, yet the game never flags over prolonged play. Clear objectives, but immense fun to achieve.

LASTABILITY 94

▲There is more to this game than any other Saturn game. There is months of play in Thunderhawk 2.

OVERALL

Thunderhawk 2 is on par with the best software produced for next generation consoles. A legend set to become a phenomen, if there is a Games God.





WORK IN PROGRESS



PROJECT
TOY STORY

PUBLISHER
DISNEY INTERACTIVE

INITIATED
NOVEMBER '94

RELEASE
DECEMBER '95

FORMAT
MEGADRVE

DEVELOPERS
DISNEY INTERACTIVE

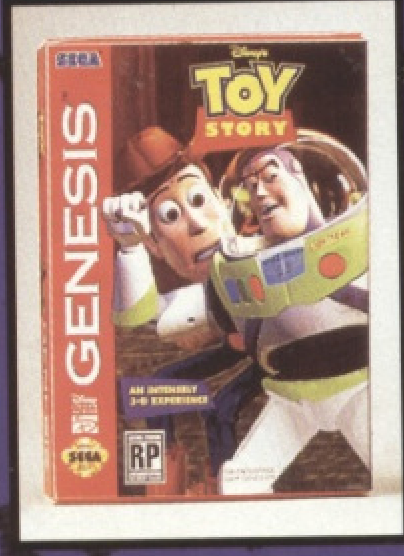
It seems the next advance in 16-bit gaming will go hand in hand with a major revolution in film animation techniques. Marcus looks at Disney's Toy Story, and watches the line between games and films blurring once more...

TOY STORY

As the first 32-bit Christmas approaches, attention has never been more sharply focussed on the capabilities and performance of the next generation consoles. However, away from the limelight the humble Megadrive is not only alive and kicking, but witnessing some incredible quantum leaps in the quality of its software. Until recently, you could have been forgiven for thinking that games like Earthworm Jim 2 had pushed the Megadrive as far as it could go, but if you think 16-bit gaming's got no more surprises up its sleeve it could be time to think again.

Toy Story, the game based on the Disney's first fully computer-animated film, will be launched in the States about the time you read this. From what we've seen of the title so far, it seems Disney Interactive's extravagant boasts may well be justified: "The Toy Story video game offers players with 16-bit game machines a truly 'next generation' experience," says Marc Teren, the company's vice-president. "The game offers an exciting opportunity for Disney to shatter 16-bit video game limitations and literally broaden entire 16-bit market...The result is a game you have to play to believe."

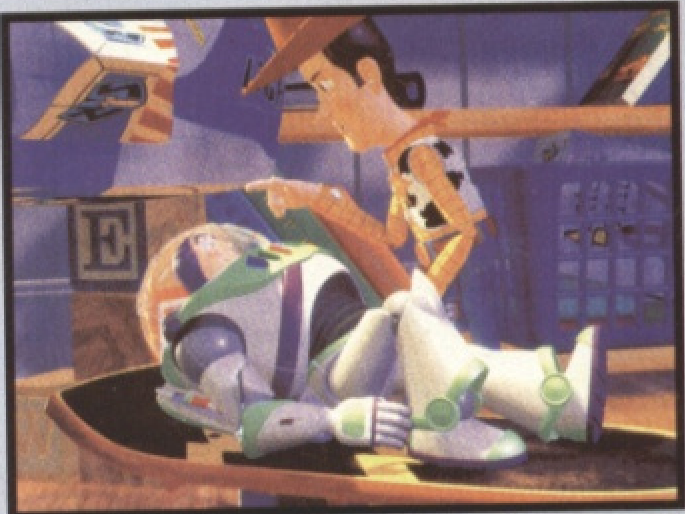
So is this yet more pre-release hype or is the Megadrive really about to witness the most visually impressive 16-bit game ever seen? Soon you'll be able to judge for yourself...



Woody comes up against Buzz as an end of level boss in the Toy Story game.



DISNEY TIME



Toy Story is Disney Studios' next major film after Pocahontas, and represents a crucial development in the way the company creates its animated films. Since Disney's first animated feature, 1937's Snow White and the Seven Dwarfs, the company has been seeking ways to streamline the labour-intensive and costly business of feature film animation. The introduction of computer animation in the 1980s breathed a creative breath of fresh air into the company's methods and output. Disney's recent triumphs have included prominent elements of computer-aided trickery – most obviously the incredible rendered ballroom from Beauty and the Beast and Pocahontas' flowing mane of hair – but never before have they attempted a feature film entirely animated by computer from beginning to end. Until now.



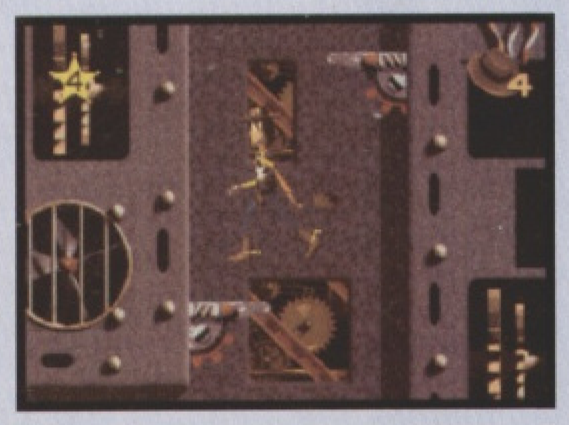
TOY STORY

The Slinky dog from the Toy Story movie. This is just one of the classic toys that appear.

Another movie still – Buzz is the only character in the nursery who doesn't realise he's a toy.

GAMEPLAY

The Toy Story game will be released in the States simultaneously with the film, at the end of this month. We can look forward to 32 megs of 3-D fun, in which you manoeuvre Woody, and occasionally Buzz, through 19 levels of obstacles in order to get them back to the nursery following an excursion into the outside world. Highlights include a level where Woody escorts a bucketful of toy soldiers to safety, and another level where the heroic cowboy navigates a maze inside an arcade machine to rescue Buzz Lightyear.



LEFT: A grab from the incredible intro sequence to the Toy Story game.

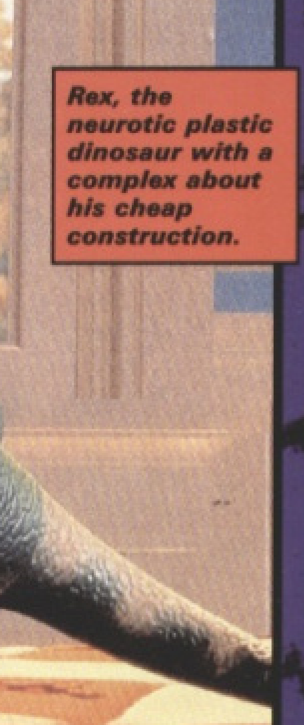
Doom-style derringdo as the Toy Story game goes 3-D.



SOMETHING NASTY IN THE NURSERY

In keeping with Pixar's previous computer-animated films, the Toy Story movie is set in a world where toys take on a life of their own when people aren't around. The film depicts the conflicts between the toys in a child's nursery. Set between the child's birthday and Christmas, the two events the toys fear the most, the film concentrates on their insecurity about being replaced. One of the most neurotic characters is Rex, a tacky Jurassic Park-style Tyrannosaurus toy with a complex about his cheap construction. At the other end of the scale is Buzz Lightyear, who is the only occupant of the nursery who doesn't realise he is a toy. Buzz, who is equipped with pop-out wings, a laser beam and a wrist communicator, is advanced enough to make the more simple toys like Mr Potato-Head and the Etch-a-Sketch nervous. Buzz Lightyear was voiced by Tim Allen, while his rival, the cowboy doll Woody, was voiced by Tom Hanks. All the actors were video taped while they recorded their dialogue, so the animators could study their facial expressions.





Rex, the neurotic plastic dinosaur with a complex about his cheap construction.



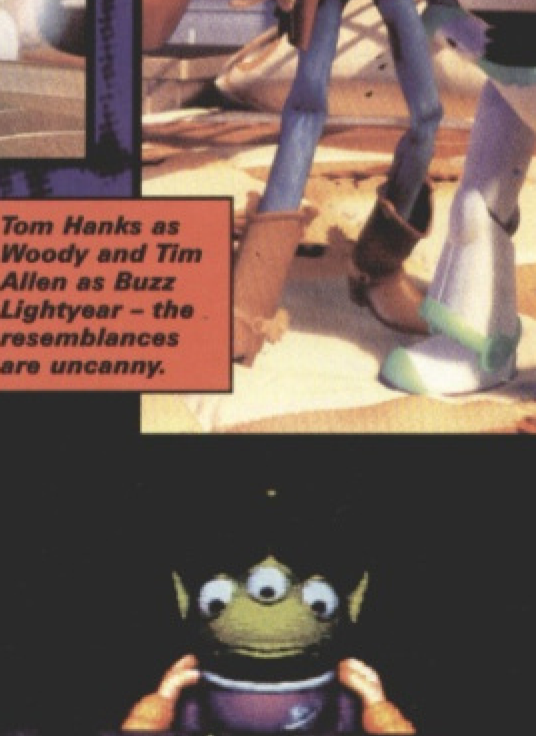
Back to the game, and some of the most impressive graphics...

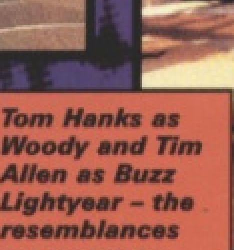


...that have ever been created for the Mega-drive. Toy Story looks very promising indeed.

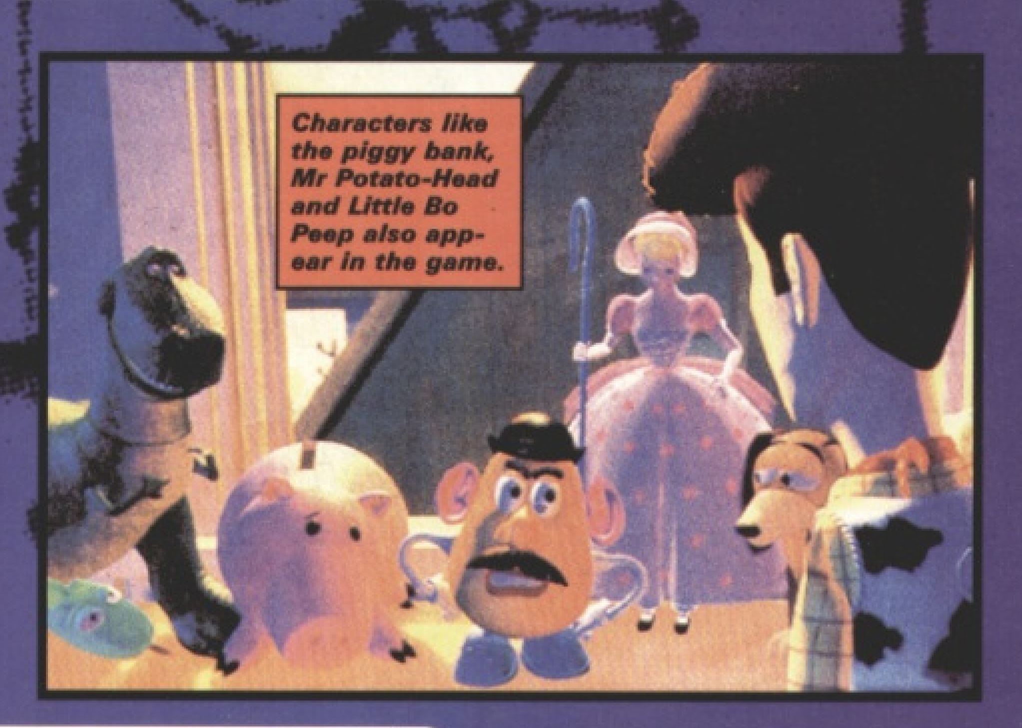


Mr Potato-Head – one of the less sophisticated toys in the Toy Story movie's nursery.

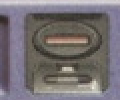




Tom Hanks as Woody and Tim Allen as Buzz Lightyear – the resemblances are uncanny.



Characters like the piggy bank, Mr Potato-Head and Little Bo Peep also appear in the game.





More incredible graphics from the 32-meg Megadrive game.

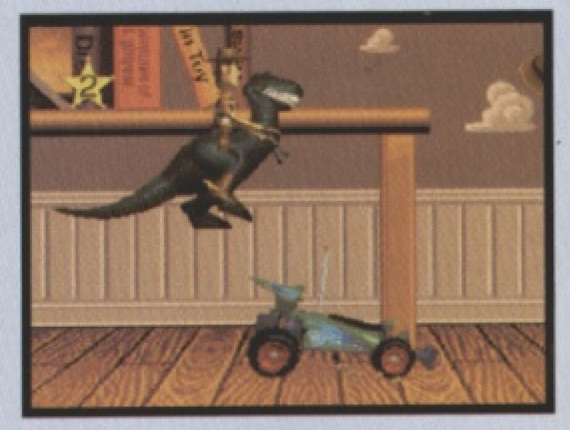
For certain sequences of the Megadrive game, code was ported straight from the movie.

SPOT THE DIFFERENCE

Toy Story uses a Doom-style first-person perspective amongst its anticipated mix of game styles. Disney have also promised side-scrolling gameplay and an "immersive racecar driving-type" scenario. Toy Story will be the first game to ever feature 3-D animated movie images directly imported into its code. Members of the game's programming team included the same Pixar artists and animation specialists who created the film.



The characters from the film are faithfully reproduced in the game. Here, Woody has to ride a rampaging Rex through an onslaught of hostile toys.





TOY STORY: THE MOVIE

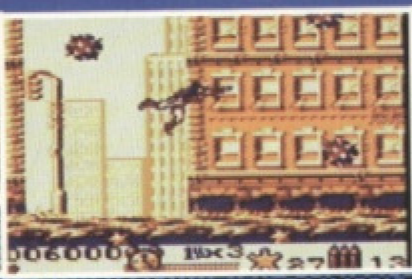
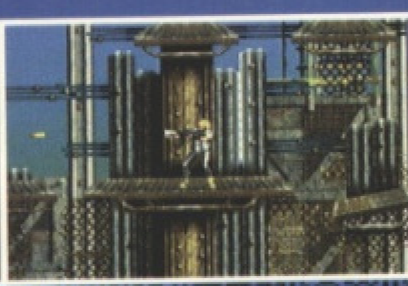
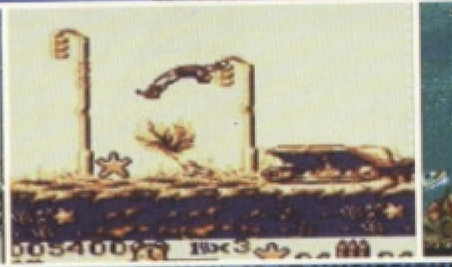
The Toy Story film is a co-production between Disney and the California-based computer animation specialists Pixar. The small company came to prominence producing groundbreaking computer-animated short films, most notably 1988's Oscar-winning Tin Toy. John Lasseter, who directed Tin Toy, also directed Toy Story: "When we had finished our last short film, Knickknack (1989) we wanted to make a feature. We came up with the idea for a half hour Christmas special, using Tinny from Tin Toy." This coincided with Disney's search for ways to diversify their animated films. They first went to Tim Burton to produce A Nightmare Before Christmas and then went to Pixar, who they had previously developed a 2-D computer animation system with. "We felt John Lasseter was a truly gifted artist," says Tom Schumacher, vice-president of Disney's animation division, "and we very specifically wanted to work with John." In 1990 Disney abandoned the idea of a TV special, suggesting instead a feature film. The result of five years' work is only now seeing fruition.

XS H

The most expensi
is about to flood

WATER

DANGER! VOLATIL

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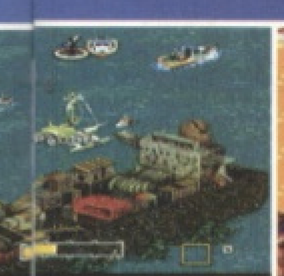


ive movie in history

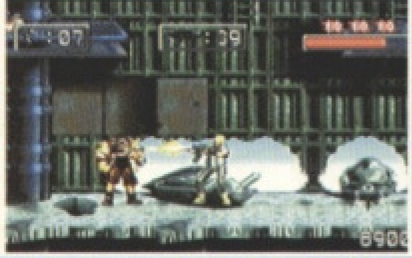
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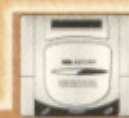


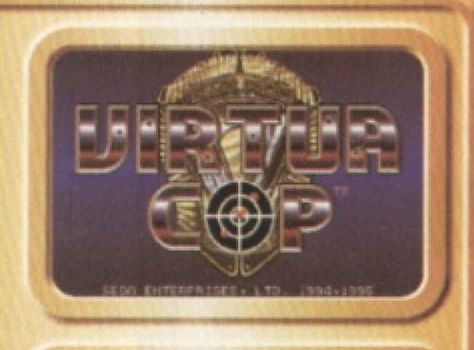












BY: SEGA

GAME TYPE: SHOOT 'EM UP

PLAYERS: 1-2

PRICE: TBA

RELEASE: DECEMBER

COMPLETE

It's the Big One. Rather, one of the Big Three. Sega's big three titles that, by any impartial estimate, blow away the rather identikit series of Playstation releases. Sega's arcade conversions; Sega Rally, Virtua Cop and Virtua Fighter 2 tower above most past, present and future Saturn development. This 'second generation' of Saturn software is about to happen, and that's where any self-respecting Sega fan's attention should be.

'Cop', as it's affectionately known, was a Model 2 arcade board last year, and indisputably the best target-shooting game of all time. The inevitable conversion has been delayed by two factors — the problems experienced with the Saturn Daytona project, and the new Operating System developed in early 1994.

It was the crucial arrival of this new programming tool that made the development of Cop possible. To convey all the scaling, polygon movement and texturing would have been impossible using the methods that brought the original Virtua Fighter to the Saturn.

Incredibly, that was only a year ago, with plaudits flowing from every corner of game journalism. But the ruthless rise in standards means that only a perfect conversion will be seen as successful. A challenge Sega have been unable to refuse...

VIRTUA COP

TOOLED UP

AM2 have developed an infra-red gun to go with Virtua Cop (and other shooting games, including the sequel) which you will really need to get the most out of the gameplay. This will be available at the same time, in fetching blue or red. Sega apparently regard black as too realistic for this country.

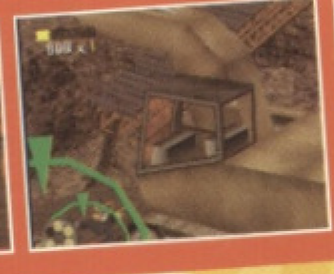
















GET IT OFF YOUR CHEST

Slamming your bullets into the many chests littering the play area is not a total waste of time. Quite a few hold special weapons that upgrade your six-shot standard revolver. The first to find is the shotgun, which is also limited to six slugs, but with a wider target area. The automatic provides automatic reloading, and the machine-gun a single magazine to spray-paint the walls with. Sadly, any of these enhanced arms are lost when you take a hit.

If you can, find time to look for bonus weapons. Automatic firearms can have devastating effect.



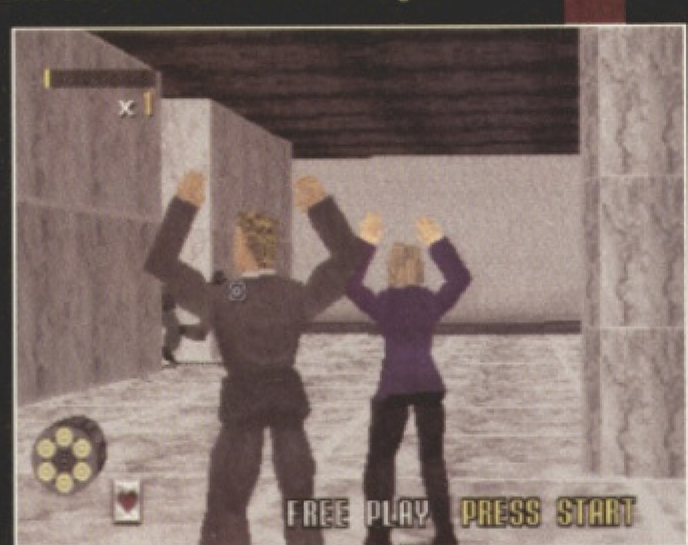







CROSSFIRE

As important as hitting your target is the process of avoiding the bystanders caught up in your fire-fight. Hitting them is as damaging to yourself as it is to them — it loses you one unit of energy. However, they do let out , should we say, a rather enjoyable shriek. The positioning of 'innocents' becomes trickier as the game progresses. Initially they are easily distinguished in pure white. Soon, their clothing darkens, they tend to get in the way, and some are even held as 'hostages'










TACKLING E.V.L.

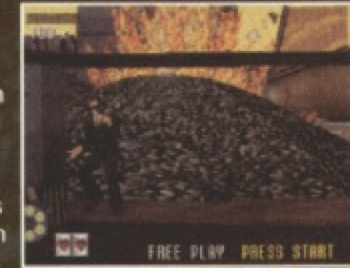
The action is set across three stages of increasing difficulty, with three stages in each. The plot follows your bust of the EVL Corporation's illegal arms operations. From the initial shipments, to the headquarters of the unscrupulous conglomerate, you're against the odds in your mission to clean up the streets...

DOCKS



The first skirmish is a warm-up outside the gate house, but once inside you are attacked from all sides, including an assault from an artic-truck and hoods using a car as cover. This can be spectacularly totalled. Once inside the warehouses, a tense guerilla battle ensues.

QUARRY



The machinery of a building site impinges on the action, with cranes, conveyors and vast slag heaps providing cover for your enemies. Things get especially hairy when they get behind the wheel of vast earth-moving equipment. Once inside the arms complex, the fight is increasingly claustrophobic, and axe-wielding bone-heads appear.

CORPORATE HQ



In the palatial surroundings freakily reminiscent of EMAP Towers, you make your way in by the underground car park entrance. There follows a memorable shoot out in the lobby, havoc in the offices and, well, we'll let you find out more for yourselves...





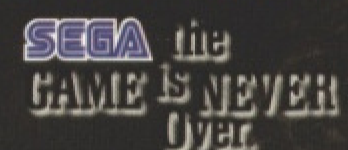


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Despite sounding like a dodgy advert for satellite TV, Deadly Skies is the new JVC shooting fest set to challenge Wing Arms as the Saturn's best aero-fighting sim. Whereas Wing Arms concentrates more on the World War 2 planes, Deadly Skies moves into the nineties with hi-tech fighter planes. Move over Spitfire and Hurricane, the F-15 Eagle and Mig-29 are here to stay.

The game is still only about three quarters complete, but what we've seen certainly looks promising. The planes are very nippy, with a responsiveness that enables realistic fighting movements to be translated into the game. The end result is like Streetfighter in the sky – it's you against one opponent and that's it. You must use your cunning powers of stealth and flying knowledge to hunt down your enemy and blow them away, whilst negotiating a variety of 3-D landscapes.

At present there are 8 characters to choose from and each one has its own background scenario. The more patriotic of you can choose Andy, the British pilot, but there are lots of other nationalities you can choose from as well. Each pilot also has their own plane with unique characteristics to match. All in all, Deadly Skies looks like becoming the most exciting thing to come out of Norway since...erm...





This level is set in that sugar advert. Strawberries are not included.





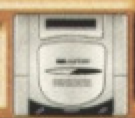
To fight in Hell, go up to Mike Tyson and call him soft.

VIEW TO A KILL

At present, the 'change view' facility only allows you to fix your sights on your opponent's plane. This means that once he has shaken you from his tail, switch to view his attempted getaway then continue in pursuit. The only downside to this is that you can't shoot while playing from this perspective, so you have to keep changing back.







William VS Ghost VS Akira VS Bruce VS Helena VS William VS Andy VS Isaac

INGA FROM SVEEDEN

Each character is suited to the country they originate from. Isaac wears a Sheepskin coat and is from Iceland (he works in the frozen meat section), and one of the Americans has a pristine white uniform and a smug, smarmy grin. He is called Bruce,which sounds suspiciously Aussie. He's left his girlfried Sheila at home. Probably.



DEADLY SKIES



Steve hits the road. And several highly-populated desert settlements.

PAC-PANIC



We must be entering the silly season. Out of the blue, Philips release a Megadrive game. A company more famed for light bulbs, kettles and compact discs gets in the cartridge market. But it simpler than it might appear. The dutch media giant sees the opportunity with a cheap and cheerful puzzler from Namco, the company who invented Pac-Man and aren't going to let us forget it in a hurry.

In his fourteen year existence, he's been the Bucks Fizz of video games. Back in his heyday, he was the big attraction on the Atari VCS of 1983. Now he's reduced to playing in budget Tetris clones, a shadow of his former rotund self. But let's not be too cynical for Pac Panic actually promises a twist on the falling blocks formula that has become the scourge of every game format in the Western world (it emanated, predictably, as a Russian 'plot' to undermine office-workers everywhere).

There are three game modes, including a split-screen versus mode, and the game's main attraction is it sub-£20 price point. There was literally no space for review this month. so we'll bring you a full verdict next month, by when the game will be well and truly shelf-bound.

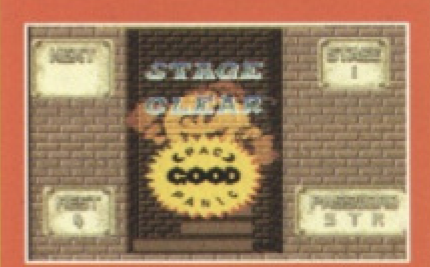




MUNCH MAN

The essence of the game is a Sisyphusian (gotcha!) challenge to prevent falling blocks and ghosts reaching the top of your pit. This is attained by the conventional building of lines, and also by unleashing occasional Pac-Men to devour the ghosts. The trick is to position ghosts correctly and judge which route Pac will take.







PAC HUMANA

Taking on your pac pals is more fun than struggling alone. Each has a pit and each aims to play the longest. However, gobble the ghosts in clumps of five or more, and you will send them to haunt your unfortunate foe.



"SO SODDING MASSIVE...

worth buying if you're one of those who can only afford one game every four or five months"

C & VG

DANGER HAS REARED ITS UGLY HEAD AGAIN AND THAT CAN ONLY MEAN ONE THING...

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Actual screen shots shown

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BY: US GOLD

GAME TYPE: PLATFORM

1 PLAYERS

PRICE: TBA

RELEASE: JANUARY

COMPLETE

JOHNNY BAZOOKATONE

US Gold's entry into the Saturn market is effected with Johnny Bazookatone, a platformer steeped in rhythm and blues. Johnny is the first be-quiffed platform game hero in some time, but his duck's arse hairdo is nothing in comparison to that of his evil enemy, El Diablo, a self-styled 'King' who has all the worst rhinestone trouser-suits and intravenous-Big Mac habits of the real 'King'.

As music is the soul of the project, the programmers took the unusual and highly liberal step of letting the musicians involved mess around for months before producing any concrete tracks for the game. The result is an original soundtrack, spanning all sorts of styles.

There is plenty of game as well. 32 levels from the spin-through we had, many of them covering a wide area. The aim is to collect the viruses spread throughout the levels – with which Diablo is threatening to rid the world of music. In shoot 'em up style reminiscent of Earthworm Jim, Johnny's 'axe' (guitar to all non-Kerrang readers) takes out the little green men who seem to play an adversarial role in the whole spectacle. Graphically, you can see the thing is looking sumptuous, with the use of glow effects and high-resolution renders tarting up the visuals. Johnny Bazookatone will be facing the music next month when we review it in time for a January release.

BACK COMBING

If I had a pound for the amount of times I have mentioned 'puzzle elements' in platform games to make them sound more interesting than they are, I'd probably be able to buy a Saturn. But Johnny B genuinely does use puzzles and your brain frequently. For one, it's not linear, with exits to later levels and backtracking throughout the game. Inside the stage, you may be expected to use objects which may vary the outcome. For example, the hospital stage forces you to find a way to reduce the treatment queue to enter a vital doorway.





"Well if you're feeling lonely..." etc.



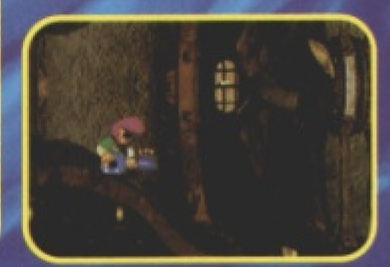
Johnny on the prowl while his dog brings up the rear.

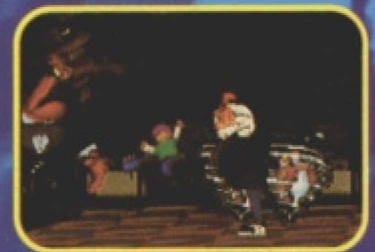


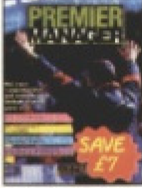
Johnny gets all shook up over a rampaging cabbage. Or something.

SPIT AND POLISH

Conspicuous use has been made of the rotational and scaling hardware effects of the Saturn. Swinging objects like chandeliers move with a particular smoothness, and effects like this large fan in the air duct level are impressive in motion.



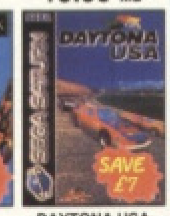



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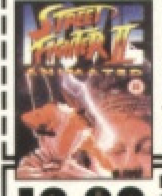
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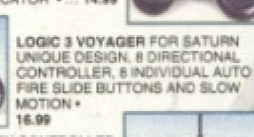
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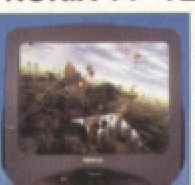
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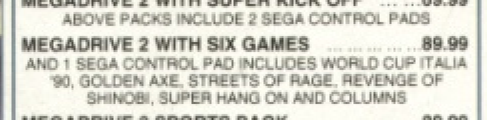
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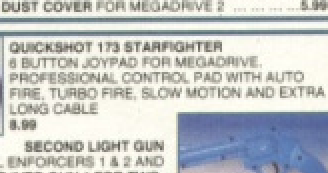
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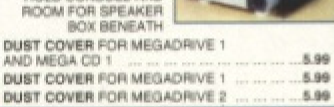
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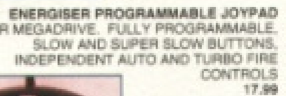
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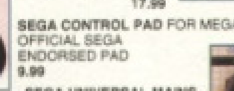
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STEVE'S TIPS

Welcome, welcome humble tipsters and bow as you witness the tipping greatness of Mean Machines. As you can see this month we have gone cheats crazy. Not only do we have the maps and explanations for the second part of the Light Crusader guide, but a helping hand on the Saturn stormer, Myst. If that little lot isn't enough to send your mucus-filled stomachs convulsing, then we have the usual array of cheats and helpful hints from the world of planet Sega. Don't forget that there is still the prize of a Saturn game for the best cheat sent in for our 32 bit wonder. And don't bother trying to rip off other cheats, or send us old Panzer tips as we are in the know, right? Address your pearls of wisdom to:

TIP-A-DE-DO-DAH, TIP-A-DE-DAY. TIPS DEPARTMENT, MEAN MACHINES SEGA, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU.



MORTAL KOMBAT 3

SECRET SCREEN AND ENDURANCE

Our resident Mortal Kombat expert Mr. Lomas has discovered a couple of ace cheats. To call up the secret screen, enter this code on the menu screen: A, C, U, B, U, B, A, D. This brings up the familiar Kombat cheat screen enabling you to change the continues, see the end sequences and such like. The other cheat is far more simple. Simply hold down A and C on the menu screen and press start and you'll be able to play a four player endurance mode. Well done Edwin!

Also we were flooded with tips about the Kombat Kodes for the versus mode. Ryan Button and Craig McKinley were first out of the blocks so here a they are. The numbers represent the amount of button presses. 0=MK Dragon, 1=MK logo, 2=Yin/Yang, 3=Number 3, 4=Question mark, 5=Lightning Bolt, 6=Goro creature, 7=Raiden, 8=Shao Kahn, 9=Skull.

Half Energy P1: 033 000
Quarter Energy P1: 707 000
No throws: 100 100
No meters: 987 123
Text:No Fear: 282 282
Dark Fighting: 688 422
Phycho Kombat: 985 125
Winner Fights Motaro: 969 141
Fights Shao Kahn: 033 564
Text: No knowledge: 123 926
Half Energy P2: 000 033
Quarter Energy P2: 000 707
No Blocking: 020 020
Unlimited Block: 466 466
Text: Hold: 987 666
Random Morphing: 460 460
Galaxian: 642 468
Winner fights Noob Saibot: 769 342
Winner fights Smoke: 205 926
Unlimited run: 466 466

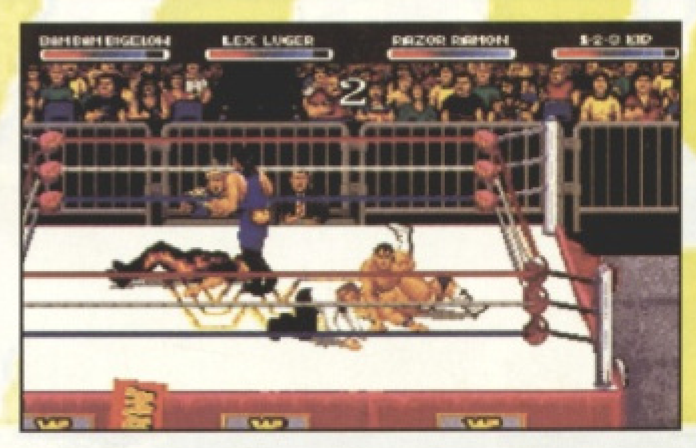




WWF RAW

SELECT SAME CHARACTER

This little cheat was sent in by Tom Webber of St. Austell in Cornwall. To select the same wrestler, Player 1 choose a fighter, and it will tell you that you are in green. Hold down A+C. Player 1 will then flash red. Push UP and it will flash green again.to indicate it has worked. Now player 2 can select the same wrestler.

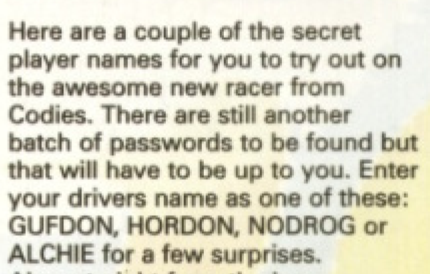




MICRO MACHINES '96

SECRET CODES AND CONSTRUCTION KIT ADVICE





Here are a couple of the secret player names for you to try out on the awesome new racer from Codies. There are still another batch of passwords to be found but that will have to be up to you. Enter your drivers name as one of these: GUFDON, HORDON, NODROG or ALCHIE for a few surprises.

Also, straight from the horses mouth as it were, we have some helpful hints to building your own courses on the construction kit, from the masters themselves, Codemasters.



1. Simple courses are often the best. Players don't have to worry about learning the bends and turns on the tracks, and get right into some serious racing action!
2. Try to avoid having lots of bends as it can lead to frustration on the players part through constant stopping and starting.
3. Long straight track are good for player interaction.
4. Although solid objects cannot be put straight onto the track, use hops and skids for enhanced competition. Too many can make it unfair, because a good driver will stay on the track, and yet will always hit hazards.
5. Try to put a sign by the track to warn players that a particular nasty bend is coming up. This way, a driver can associate a tough bend with certain parts of the scenery.
6. Putting jumps after bends will cause problems every time. Try to allow a bit of straight for the jump to be made successfully.
7. Putting solid objects after jumps is a definite no-go. Vehicles can get embedded on the objects, losing time and places.
8. Don't put two jumps too close to each other. If the car is still bouncing from the first jump it has no chance of making the second.
9. Hops and skids are good hazards to put on the outside of the bends. These penalise the kamikaze drivers who take the bend too harshly.
10. Don't leave the track too open. Players won't stay in your assigned driving area.
11. Having said that, don't box in the track totally. A few short cuts always add to the fun.
12. Narrow straights of track over gaps and chasms are always good for a bit of foul play.
13. But avoid putting narrow sections after bends. It makes lining up a lot harder.
14. Remember that by switching the handling of the car around, will alter the playability of the track dramatically. If you have made a stop and start track, that spoils the game flow, change the handling of the car instead of the track.



Right that should be enough to get your personal Silverstones' off to a flying start.

COMIX ZONE

COMIX ZONE: SEE CREDITS

Despite being absolutely worthless, we thank David Hughes, from Liverpool for sending it in. To see the credits, go to the options screen, and hold down A, B, and C. Keep them held down and press start and the credits should appear.



MEGA CD

ETERNAL CHAMPIONS



PERFORM CINEKILLS

Carl Ayriss, sent in a guide on how to perform the Cinekills on this top Mega CD beat 'em up. Firstly, select these options: Choose DUAL mode, select OPTIONS, choose the fastest speed setting, any background and any number of battles. INNER STRENGTH must be OFF, Choose your character (Slash is easiest), then select your opponent (not Shadow or Blade). Win the rounds and when you get to the final round, as soon as you start, move to your opponent and use hard kick about 6 times. They should then become dizzy, and you'll hear a noise telling you it's working. Then carry on attacking with hard kick until your opponent is dizzy, or has minimum energy and could be killed with one hit. If they have gone dizzy, the Cinekill will happen automatically. But if the opponent is not dizzy, then use Slashs' dizzy move (Jump up and press Y+Z in mid-air) and then it will work. Phew!



SATURN

SHINOBI X

LEVEL SELECT

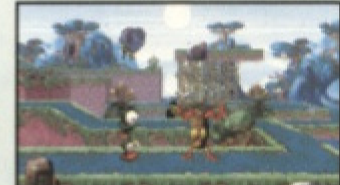


To get a level select, which works at any time, you have to do is pause the game and press A,B,A,B,C. If worked, then a the number 1-1 will appear in the bottom right hand corner. Select which ever level you want to start on, and then un-pause and you'll be whisked off to the level chosen!

BUG!

BUG: LEVEL SELECT

Paul Hill (no relation) has discovered a level select cheat for it. On the Start/Option screen, press B, A, B, Y, DOWN, RIGHT, A, LEFT SHIFT and DOWN. Bug should let out a little cry if done correctly. Now Start the game and press UP and LEFT SHIFT. This will bring up the level select.



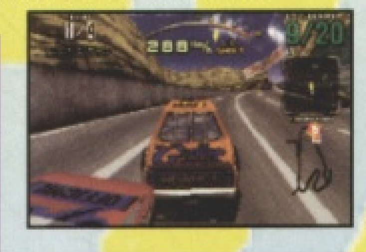




DAYTONA USA

MANIAC MODE

If you fancy making this even harder, wait until the demo finishes, and when the Sega logo appears, enter U, U, D, D, L, R, L, R, A, B, C. The game will start and if it's worked there will be a small M in the top left hand corner.



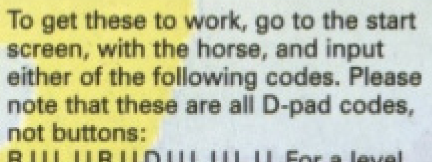


CLOCKWORK KNIGHT 2



999 LIVES, ENDING AND LEVEL SELECT

To get these to work, go to the start screen, with the horse, and input either of the following codes. Please note that these are all D-pad codes, not buttons:
R,U,L,U,R,U,D,U,L,U,L,U. For a level select. Use up and down to cycle through the levels.
R,U,L,D,R,D,R,U,L,D,R,D. For your chance to see the ending.
R,U,L,D,R,D,R,U,L,D,R,D. To give you 999 lives when you start.



PANZER DRAGOON

SEE ENDING

To see the ending without playing the game, press the following at the title screen: U, U, D, U, R, R, L, R, D, D, U, D, L, L, R, L.



VIRTUA FIGHTER REMIX

PLAY AS DURAL, STAGE AND PLAYER SELECT

At the player select screen, press D, U, R, L, and A. If you have done this correctly, Dural will now become available to play as. The other cheat is even easier to perform. Win a fight in Versus mode and when the 'winner' banner comes up, hold the L and R buttons and the relevant screens will appear. A huge round of applause must go to Jason McInnis, from Glasgow, in bonny Scotland for finding those out. As promised your prize for the best Saturn tip of the month is in the post!

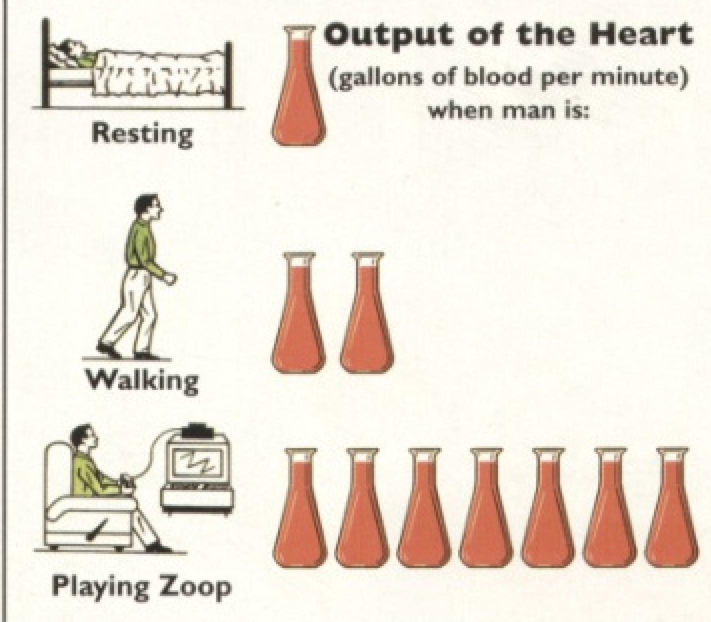


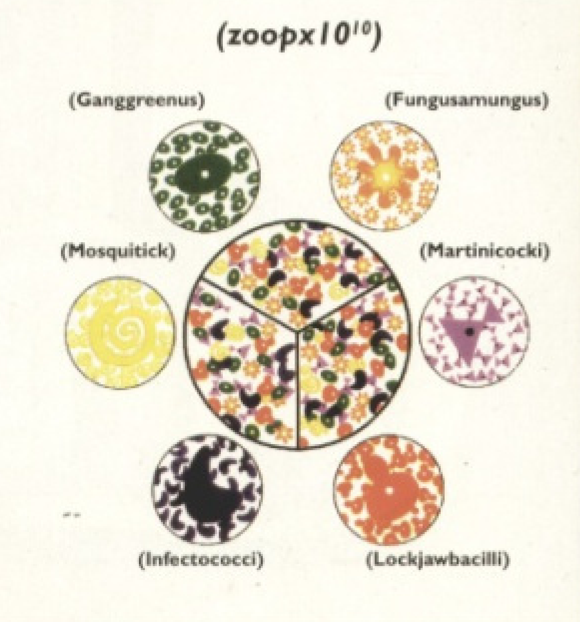


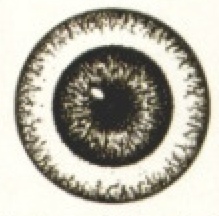
EUROPE'S LARGEST KILLER OF TIME

ZOOP - YOU MAY ALREADY BE ADDICTED







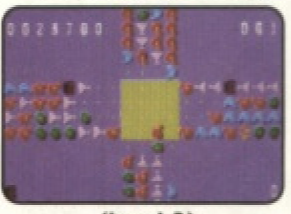


A healthy iris

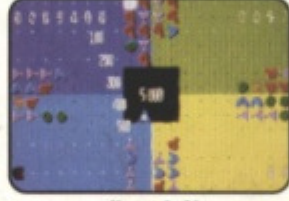


The same iris after Zoop

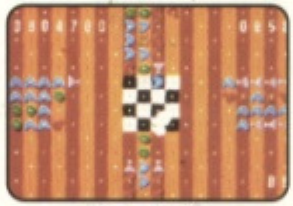
The stages of Zoop
(what to look for)



(level 3)



(level 6)

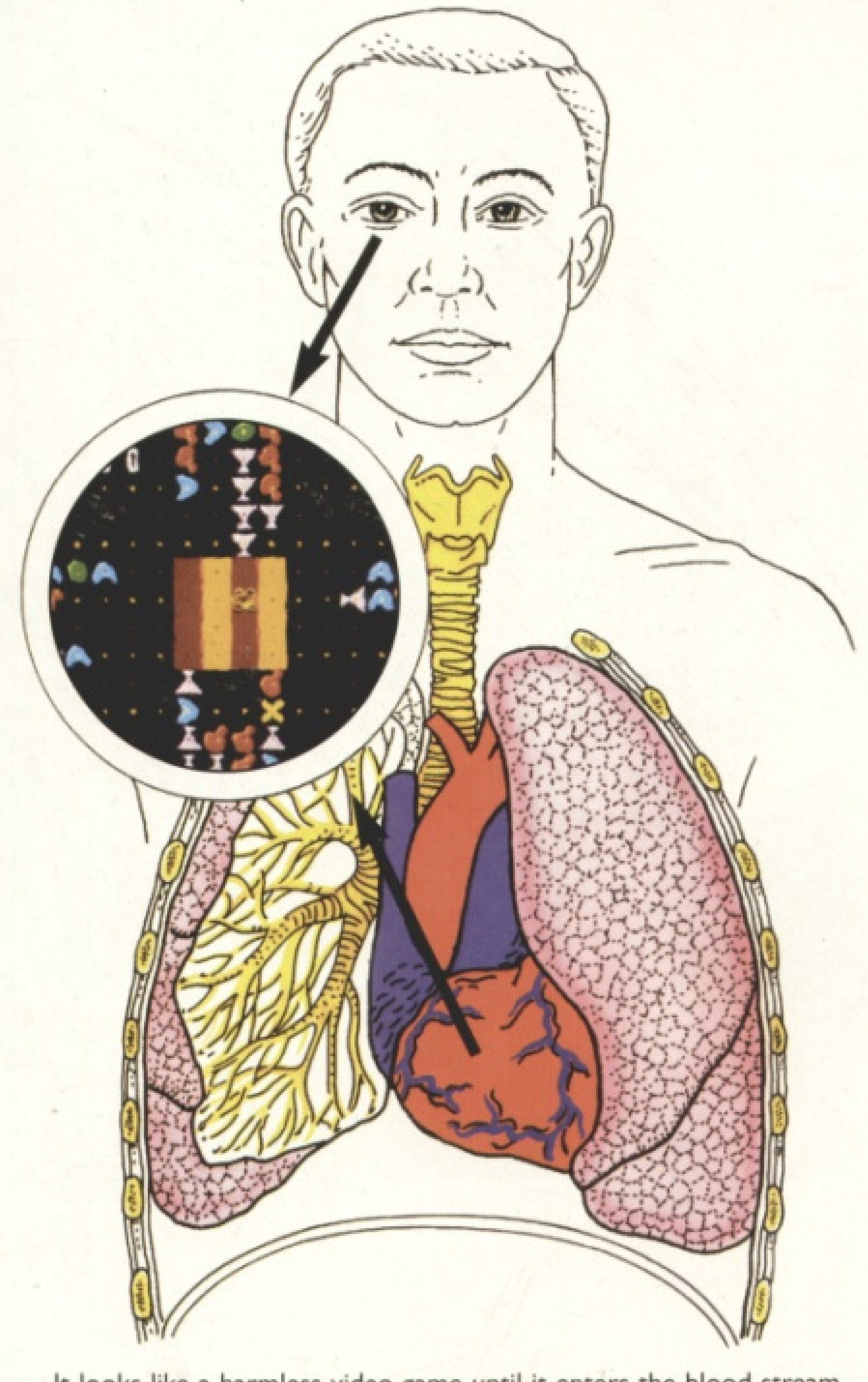


(level 8)



(level 9)

(this pattern continues on, and sadly always leads to one's demise)



It looks like a harmless video game until it enters the blood stream and mixes with your DNA. In order to eradicate this affliction we must learn its moves, understand its thinking and anticipate its next move. Only then can we begin to battle and conquer this killer.

***AVAILABLE AT:** Dixons, Curry's, PC World, Toys R Us, Future Zone, HMV, Virgin/Our Price and all good games stockists*

Known carriers of Zoop



Megadrive™



SNES®



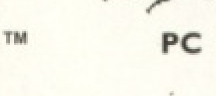
Game Boy™

CD-ROM



Macintosh™

PC



PlayStation™
COMING 96



Saturn™
COMING 96

How Zoop affects the brain

It slowly eats at the Cerebellum restricting: movement, coordination, balance

It attacks the frontal lobes of the Cerebrum impairing: judgement, higher learning, reason

It mutates the Medulla causing irregular: digestion, respiration, heartbeat



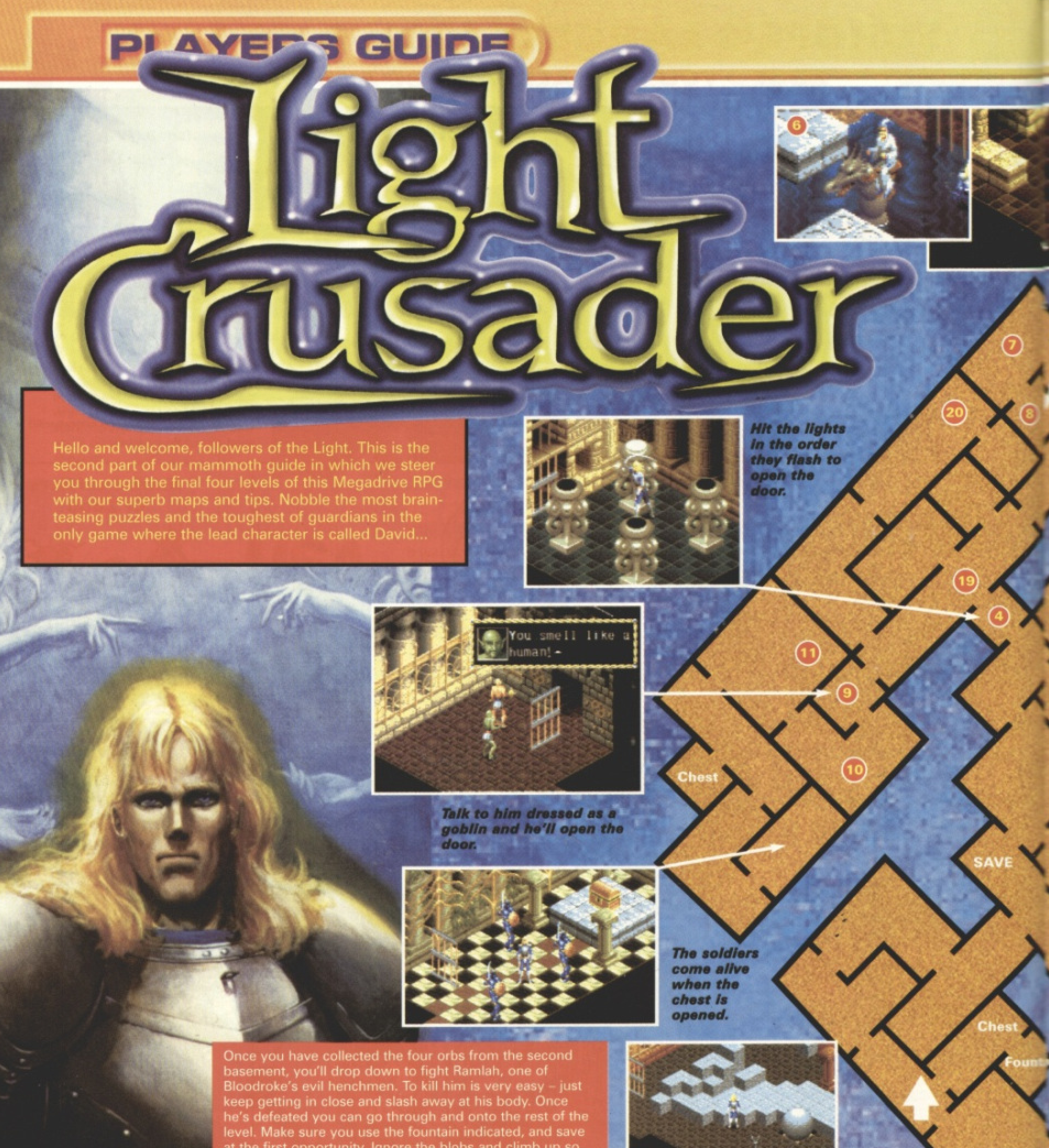
VIACOM newmedia

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Are you hooked yet?
http://www.demon.co.uk/noonien/zoop.html

Light Crusader

Hello and welcome, followers of the Light. This is the second part of our mammoth guide in which we steer you through the final four levels of this Megadrive RPG with our superb maps and tips. Nobble the most brain-teasing puzzles and the toughest of guardians in the only game where the lead character is called David...



Hit the lights in the order they flash to open the door.

Talk to him dressed as a goblin and he'll open the door.

The soldiers come alive when the chest is opened.

Once you have collected the four orbs from the second basement, you'll drop down to fight Ramlah, one of Bloodroke's evil henchmen. To kill him is very easy – just keep getting in close and slash away at his body. Once he's defeated you can go through and onto the rest of the level. Make sure you use the fountain indicated, and save at the first opportunity. Ignore the blobs and climb up so you can hit the switch to open the door. When you get to the ball chucking goblins, remember they don't have to be killed but if you have the urge, push them down first. Save and go to room marked 2. As you can see, there are a lot of small 'homes' leading off from here and most are of no interest whatsoever – the same applies for Room 3. Make your way to Room 4 where you'll see 4 poles with lights that flash as you go in. It's a simple puzzle, because you just copy the order of the flashes and hit the relevant poles. As soon as you get into Room 5, go over and hit the clock. Now move the 3 second bomb and the plate, and the 10 second one next to the raised platform. Hit the clock and, as quick as possible, move the bomb onto the platform and over by the door before it lets rip. Stock up at the fountain and go to the Serpent. This, again, is easy. If you stay by the sides of him and then use your jump attack you should kill it without losing any life! Next, go through and move a block onto 3 switches – you stand on the one nearest to the door to open it. Room 8 is a tough one. First, push the laser to the corner and then push the two bombs either side of it. Hit the first bomb, and run onto the platform. The combination of the bombs hitting the laser and the laser hitting the switches will take you up to the chest, where you get the costume...

Position the bombs as shown. Then hit both and stand on the platforms and you'll be taken up to the chest.

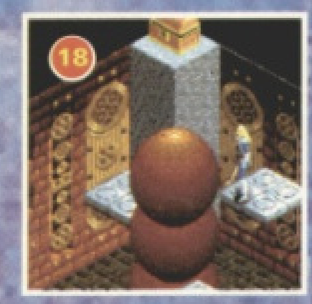
Again, position the two bombs as shown, then hit the clock to set them off. Move the longest running one to the door.

ABOVE: Put a block on all the plates shown and you stand on the other.

LEFT: Step on the tiles in this order to open the door and take you to the next level: G A R R I O T T.

Put on the costume and go to Room 9. The goblin will then open the door when you talk to him. To open the door in Room 10, you must push the barrel on the corner of the movable platform, and then push the ball directly in front of the switch that moves the platform. Next, roll the ball towards the barrel and step on the switch. If done correctly, the ball will prevent the platform from coming back down, enabling you to explode the door. The next room holds a frustrating wind puzzle. Each pole changes the direction of the wind when hit, and the object is to try to get the small grey ball over to the switch. Try to get the larger balls to the side, out of the way, which makes moving the other ball a lot easier. Work your way through to the room with the chest – once it is opened, the soldiers come alive. Keep an eye out for the things they drop as sometimes they leave armour behind. Retrace to the fountain at the centre, and onto Room 12. If you wear the costume in here, you can take part in a challenge to win some money. 3 goblins appear, but instead of killing them just push them off the edge. Two can be pushed before they even move and the third may hit you once. Easy money! Go to 13 and put on the cossy, and you'll be let through again. This boss is one of the toughest so far and requires a bit of patience. If you can get close, keep slashing at his head, but if you keep getting hit select Meteor magic, and fire them from far away. If you have the green potion, use it when your Meteor supply is low, and it will replenish your magic to 99. Once through, stay on the ball and chains and work your way across to hit the switch and open the door. Once inside you'll get the tap handle. Work back to Room 15 and, using the platforms, go up to the higher room. Now go up to the thing on the wall and use the tap handle. If you now go back to 22, it will be flooded and you'll be able go through to the other higher room. Room 16 is easy, and in the following room push the lower barrel underneath the square platform so that when the other barrel is put on top it won't fall down. Now move it to the door and explode it. To get the chest in Room 18, you need to hit the switch and, using an alternate combination of platforms and balls, work your way up. You'll get key 3. On your way back to the centre fountain make sure you re-use the tap handle otherwise you won't be able to get through. Now go back to the centre fountain and onto Room 19.





You have to jump on the balls as they fall and then onto a platform to work your way up to the top, and the chest.

FAR LEFT: The spider boss will need a lot of magic to kill.

You'll be able to go through the locked door now, and inside a man will give you the Stone Tablet he found. Now go back up to the higher room in 19, and use the tap handle. This floods the room again and lets you take the higher doorway. In Room 20, you have to push the barrel along the path without it touching the spikes, and explode it by the door. In this room there is a longer type of light puzzle – copy it as before. It might be wise to note the order down somewhere. The chain mail is your reward. Now retrace to the centre fountain, and on to Room 21. In here you need to push the barrel onto the beam and then by the door to explode it open. In Room 22, put on the costume and go through the door to the chests. Then go and talk to the other goblin who will open the second door for you. Talk to the Goblin king who is in this room and then go on. If you want to find out what the tablet says then go to the teleporter, go back to the castle, and find the princess who'll translate it for you. Otherwise just step on the tiles in this order: G A R R I O T T. The door will open and level 4 beckons!

The ball has to be pushed into the position shown, so that the barrel can be moved off, and over to the door. Explode the barrel to demolish the door.

From the start, you have two ways to go. The easiest way to go is the way we've shown, but if you can be bothered to suffer the frustration go the other way. The rooms you encounter here will suddenly become slippery. They shouldn't prove too much of a problem to you and there is no real advice on how to get through. Get to Room 1 and then go through to save. When you arrive at Room 2 there are two choices. You can either continue working your way round and end up back at the start, or you can continue further on into unchartered territory. The shop marked on the map cannot be accessed until you have the crest which is found later in the level. Go to Room 3 and then rescue the prisoner. Room 4 contains a simple noughts and crosses puzzle. Step on a cross and it turns to a nought and vice-versa. You have to get all noughts to open the door. The puzzle that follows is another wind affair which requires you to push the ball and land it on the switch. It's best to do it just as the fans are slowing down a bit. When done you will get the relayer from the chest. Go back to Room 3 and go through the door at the top of the room. Hit the switch, then go to the prisoner before going through into the mirror room. If you look at the screen shot, you'll see where the secret door is. This leads to a chest. To open the door you need to kill the zombies in the reflection. The man standing behind the wall is of little use, but if you want to get to him position the balls as in the screenshot to get it to work. Ignore the worm things in Room 8, and go into Room 9. The chest contains the aforementioned crest. You can now use the shop.



Ignore the claws of the Scorpion and attack the head. You'll only suffer minimal damage.

















A small reward for your efforts so far is a bag containing 900 GPs!

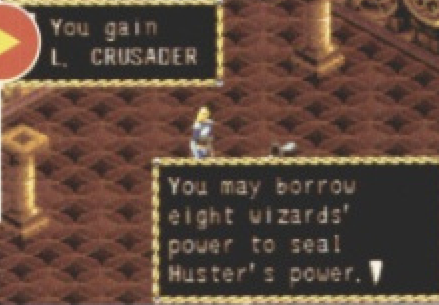


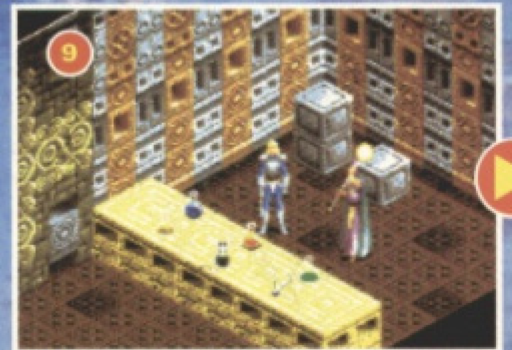
Stock up on Shield magic just before the fireballs start. Keep using it until they stop





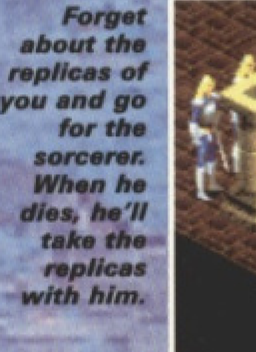
Attack the shadow following ths boss to kill him.



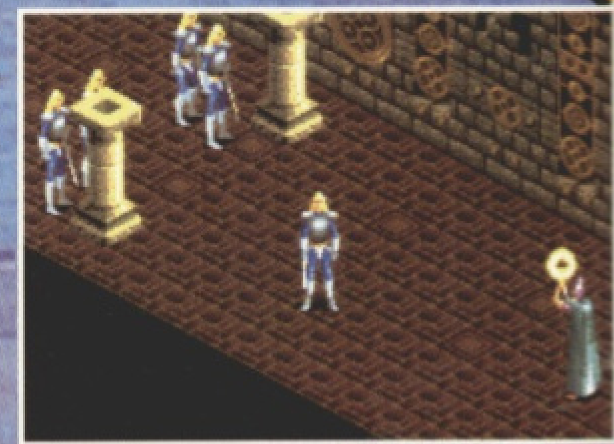




This is the shop you encounter. The keeper will tell you to go away unless you have the crest. Find the chest in Room 9 which contains the item you are looking for. Now go and buy some potions.



Forget about the replicas of you and go for the sorcerer. When he dies, he'll take the replicas with him.





This bloke is a complete looney. He talks about his cows when he is in a room all on his own. Sounds like Marcus after a few beers.

Using the wind, push the ball so it travels to the middle of the screen and to the place shown in the screen-shot. This will then bring down the chest. It won't work if you try to push the ball when the fans are at their strongest.

This is really simple. Just step on all the crosses and turn rhem into noughts to open the door.

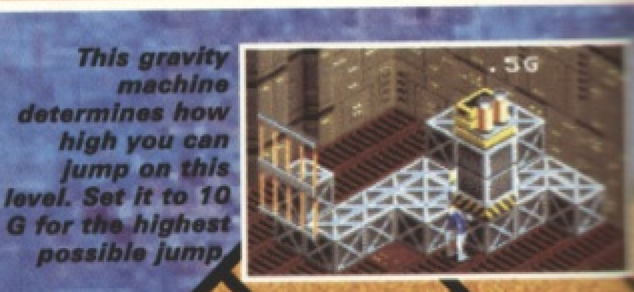
Avoid the laser beams from this device. Coming into close proximity can be quite unpleasant.

Work back to Room 2, and then onto Room 10. Talk to the floating priests there and they'll open the door for you to go through. The laser beam in the next room can damage you, so hide behind the blocks in the room until you find enough time and space to get through. In Room 12, if you can get on the moving platform (it is controlled by your movements), the bag on top of the pillar contains 900 gold coins. In Room 13 don't bother trying to kill all of the replica Davids – just go for the sorcerer and they'll all die. Free the prisoner and then go into Room 14. When you walk in, don't walk over the direction the fingers are pointing in otherwise the controls become reversed. Before you copy the lights puzzle from Room 15, go through the already opened door and get the dragon armour from the chest. Now go and copy the lights to open the door. Once through, you'll walk into the meeting of the guild, who attack you. The scorpion boss in the following room is surprisingly easy to overcome. Get as close to its head as possible and then just keep slashing. You'll get hit very little and it soon dies. The reward for your efforts is the 4th key. If you trace back to Room 1, and then save the game, the door that the new key opens is in the same room. As you go into 18, you find another noughts and crosses puzzle. This time, however, when you step on a cross, all the other shapes above and to the side of it change as well. Trial and error is the best to way to crack this. Now, the next room is a pain to say the least. Before you go in, select Shield magic and make sure you have full life. After you've been in the room for a while a message will appear telling you to 'Stop!' At this point, fireballs start raining down on you have to hit the shield magic. You'll take hits, but with enough magic and life you'll survive – the fireballs will stop and the door will open. Again, don't walk past the statues' fingers or the controls will be reversed. Go to the fountain and onto Room 21 to get the chest containing maximum life. Go to Room 22 and, as quickly as possible, get to the far end of the room and push the bomb back to the door. It's already ticking, so you have to be quick. Once through, you'll find yourself facing another challenge from Bloodroke. The Knight is quite tough, but you don't actually kill it. Look behind it and a shadow should be following him around. Hit that, and it'll lose life. Once you've done this, walk on to level 5.

Once you start, you'll get a message saying that Bloodroke has prepared a little test for you in 8 different worlds. At this point, save the game and jump into the crystal. You'll now be warped to any one of the 8 worlds Bloodroke mentioned. They tend to appear in any order, so look out for the starting screenshot on the map before you attempt the level. The order that it is explained in is not necessarily the order you'll encounter when you play the game. However, there is only one way to go, so there's no danger of you wandering off in the wrong direction.

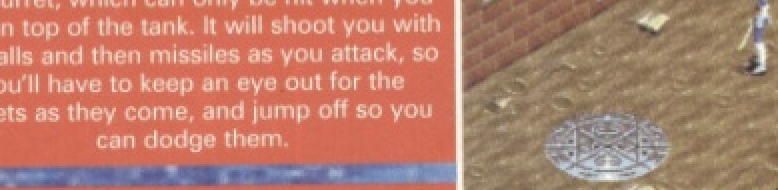


Jump into the crystals to be warped to any one of the 8 mini stages shown on the page.

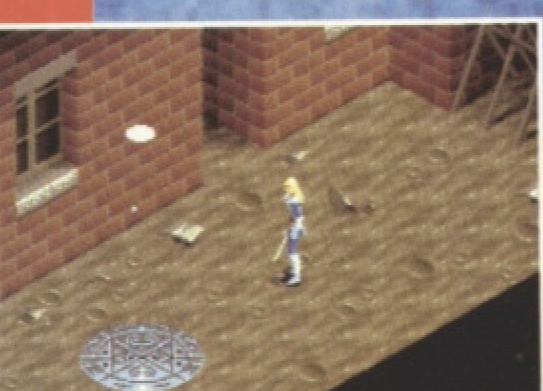


This gravity machine determines how high you can jump on this level. Set it to 10 G for the highest possible jump.

BRICK WALL LEVEL



There are two of these levels, so check the map to see which one you're in. Every room in this is more or less the same until you get to the boss. Each room contains a couple of soldiers or grenade launchers that have to be knocked out in order for the doors to be opened. The boss is one of the toughest so far. Its only vulnerable spot is on the top of the turret, which can only be hit when you are on top of the tank. It will shoot you with fireballs and then missiles as you attack, so you'll have to keep an eye out for the bullets as they come, and jump off so you can dodge them.





The Brick Wall level looks similar to the Army level so check where you actually are. BELOW: The Ice stage is easily the toughest, so read the guide to help.

ICE LEVEL

This level really is a pain. The first puzzle in Room 3 may take some time, as you have to push one of the balls onto the switch. Push the first ball towards the door, and it should hit the blocks and stop. Now push the ball by the other blocks down to the first blocks. The only unmoved ball should now be pushed towards the others so they are all in a group together. Now destroy the top blocks nearest the switch, and push the two balls up to the end wall and to the position on the screenshot. The ball that's left can't be moved, so destroy the other blocks. Then you have to push the ball towards the switch and quickly chase after it. Push it again while it's still moving towards the switch. If it has worked, then it will hit the two balls already there and activate the switch. This might take some time, by the way. Kill the worms in the next room to open the door to Room 6. Use the platforms as stairs in here, as pictured in the shot. Then in, Room 7, select Judgement magic and use it 4-5 times to kill the magic items. When each one is killed it releases a ton of magic to pick up so you should be really stocked up after this room. Use the fountain and then face the boss, which is the Dragon from the first level.



Position the balls as shown to activate the switch. See the text for explanation.













ROAD LEVEL

When you come to the poles in Room 2, hit them and they start to flash in a similar fashion to the light puzzles in the previous level. This time, however, you only have to hit the last pole that flashes to open the door. You'll then encounter a gtoup of zombies, followed by another group of poles. As before, you need you hit the last one to flash. After another set of Zombies and another pole puzzle, you'll arrive at the final group of zombies. These are no more difficult to kill than the others – there's just more of them. Once they have been defeated, one of the eight wizards will appear. The first part is now complete.



The road level has a couple of taxing puzzles.





This is the start of the Army level. If you see this after you have warped, then follow the instructions right.

It's all a bit dark and sinister in this mini-level.

Ninja-related action in this sub-stage.

The cowboy level (above) is really easy, but the space level (below) is tougher.

ARMY LEVEL

The first real place of note is the mini boss in Room 24. This is very easy to kill – all you have to do is attack the large square head. It doesn't even have any real attack moves! After that, go into the next room and kill the 4 soldiers to get the final wizard. When you get back to the crystal, save the game and use the fountain before talking to any of the wizards. You'll then be informed that they are going to send you to the next level, and they will turn the crystal transparent. Now jump into it and you'll end up at 25. Go through and you'll find Bloodroke. The best ploy here is to hit him while he has the spikes floating round him. Move away when rocks appear. If he goes into the air, select Judgement and use that until he comes back down again. Once he's defeated, go down the stairs that appear in front of one of the statues, and move on up to level 6.

DARK LEVEL

The first puzzle is in Room 21, where you have to hit the diamonds so they all spin anti-clockwise. Kill the two shadow men in the next room and then, avoiding the laser, hit the switch to open the door in Room 22. In 23, you have to move the laser to the switch in the wall to bring down the chest with the iron gloves in it. Again, there are 6 shadow men to be killed so the door can be opened. Then there are 3 more, slightly tougher, shadow men to kill to free the next wizard.

CHINESE LEVEL

This level sees the usual enemies disappear to be replaced by ninjas. Kill the ninjas to open the door in Room 8, and then go on to the room with the chest. You have to knock it off by doing a jump attack at it from the platforms along the sides of the walls. Kill another set of enemies, and then kill the final group of six shuriken-throwing baddies to get the third wizard.

COWBOY/COW LEVEL

The first thing you see in this level is a cow. To stop the fire columns in Rooms 13 and 14, you have to hit the switches on the far walls. Then you can move the barrels to the door to explode them. Once you have killed the cowboys, the next fire room has a barrel hidden in the centre behind a statue. Move this by the door. Room 16 contains the boss. To defeat it, you need to keep hitting its head (which is the biggest ball).

SPACE LEVEL

In these levels the gravity can be changed to suit the height of your jumps. Some of the switches are situated far too high for a normal jump, so set the gravity machines (see screenshot) to make your jumps much easier. Hit the machine in Room 9 and jump to the switch. Room 10 follows the same procedure, but knock the laser down before you attempt to hit the switch. The mini boss in Room 11 is fairly easy. You can only damage the middle diamond, so wait until you can get at it before attacking. The other boss, in Room 12, is a little harder. The small jelly blobs cannot be killed, so you have to wait until the spike ball appears. Hack away at that, ignoring the other jelly moulds that appear.



The barrel puzzle to the left isn't too difficult. Just make sure you don't push the barrel too far on to the platforms – you might not be able to move it back again.



This guy tells you why he has been kidnapped by Bloodroke.



LEFT: All full of wine. Useless!

RIGHT: Get the liitle ball to here so that it can be pushed on to the switches.

The final level! But it's not that hard really. From the start rescue the first prisoner and go to Room 1. Push the big ball forward and then up, and push the smaller one alongside it. Now push the small one down towards the switches, left, and then right, where it should stop over the hole. Go through to rescue the prisoner first, then go on to Room 2. You have to get the barrel to explode in front of the door. This may take a couple of attempts. Firstly, push the barrel over the edge so that it stops by the second block. Once the wind has died down hit the barrel and move it by the door. Go to Room 3 where there are also two switches. Then go to 4 to get the Holy sword and onto 5 and 6 to rescue the prisoners. Then work your way to the room past the teleporter. Put the small ball on the switch, so you can stand on the platform and get over. Next go to Room 8. Kill the worms and move on to 9 to get the chest. Use the silver key to open the door in Room 10, and work your way down. Give the man some water and he tells you about a path in the mirror. Now go back to 10, and walk through the other door. Walk into Room 11, and look at the screenshot to see where the secret passage is through the mirror before you embark upon it. In Room 12 there is one of the 3 soldiers that must be killed in order to break the seal. Get to Room 13, kill the goblin that the old women is hitting with her frying pan, then save and stock up at fountain. Go and get the chest, which contains Maximum life. Room 14 requires you to kill the two mini worm bosses to progress further.

Position the two bombs as shown below, and put the laser on the back of the platform, in the centre. Hit the two bombs, then stand on the platforms and wait to be taken up.

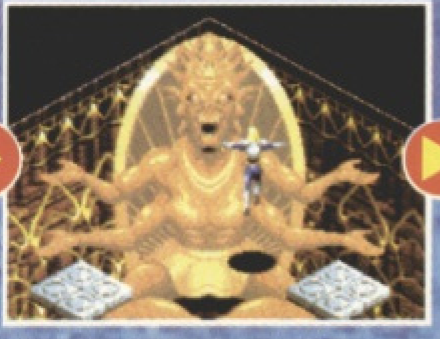


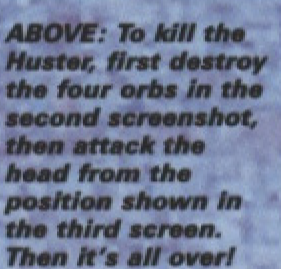
This is just a prisoner who tells you about her harrowing kidnap.



This puzzle is simple. Push the ball left or right so that it stops on the small poles, then push it down towards the switches to open the door.







ABOVE: To kill the Huster, first destroy the four orbs in the second screenshot, then attack the head from the position shown in the third screen. Then it's all over!



This shows where the door is in the mirror. Walk through it to get to the final part of the level.

Room 15 is the mid guardian. It looks a bit like a floating sumo wrestler. It can be hit from anywhere, but as soon as the diamond appears don't hit that or you'll give him his energy back. Kill the two sorcerers in the next room, and then go on to rescue the princess in Room 16. The next puzzle is really tough. Move the barrel into the position shown in the screenshots then move the ball in the way shown. Kill the two sorcerers again and make your way to Room 18. You can kill the skeletons normally, so select the magic Turn Undead and fire it at them to destroy them. Then, in Room 19, you need to move the barrel on the platforms and hit the switches to move it up, Then push it down by the door and explode it. Room 20 contains loads of chests but they are all full of wine. Go back to the mirror room before you visit Room 21 and look for another secret door through. Once across, talk to the man in the bottom room and he'll tell you about Huster's weak points. Then go back and kill the goblins so the door opens. Next, kill all the blobs in Room 22 so that the next door opens. To get to the chest in Room 23, position one bomb by the left switch, and one by the right. Push the laser straight, and onto the centre/back of the platform. Then hit both the bombs, and jump onto the grey platforms so you can taken up to the chest. Then go to 24, use the fountain, save the game and you're ready for Huster. When you go in you'll see Bloodroke give his life to revive the demon, and then he comes alive for you to fight. Firstly you must destroy the 4 orbs that he has in his hands, using the platforms to get at them. Then you need to stand in the place pictured, and keep jump-slashing at his head. Although he'll get you with the Judgement magic, he won't get you with much else. Once done, sit back, shout for joy, and be let down by the end sequence. Well Done!

This is the mid-level guardian. He isn't that hard for a fat bloke, but don't hit the diamond that appears otherwise it will restore some of his energy.



Push the barrel and the balls to the positions indicated.



Now move the barrel to here so it will stop the ball when it is pushed.



Push the ball on to the switch, then put the barrel on the other plate.



Push the ball to here, and when the barrel explodes it will go up.



The ball now hits the switch and the door opens.

3 TIER HELP

The help in this guide comes in three distinct types. Advice headed in green is the most general, non-specific and should direct you to solutions without spoiling gameplay. Move onto amber-headed paragraphs when you want more concrete gaming tips, but still giving you the satisfaction of working out the mechanism. Tips headed in red are full and blatant guides to solving problem. Follow them sapringly to get through a thorny patch — but they do give the game away.

Myst is one of those total immersion games that takes you away from all other nocturnal habits, plunging you into the altogether more wholesome world of impeccably rendered graphics and troublesome puzzles. It's also a potential let's-call-up-MEAN MACHINES-with-our-problem game. In an effort to prevent this and return your gaming hours to sensible levels here is our solution to Myst.

PART 1: MYST ISLAND



You arrive on Myst Island, the central world of the adventure and one to which you will return. The most important building on the island is the library, which holds essential information. Around the rest of the island are gateways to further worlds, referred to as 'Myst linking books'. That is what you are aiming to find.



Near the library you will see a loose leaf of paper. This directs you to a holographic vault which is accessed from the dock, facing away from the ship. There is a mechanism that displays messages and symbols. You should enter '08' (the number of switches on the island) for a message from Adras, the creator of the books. Then go around the island and turn switches on.

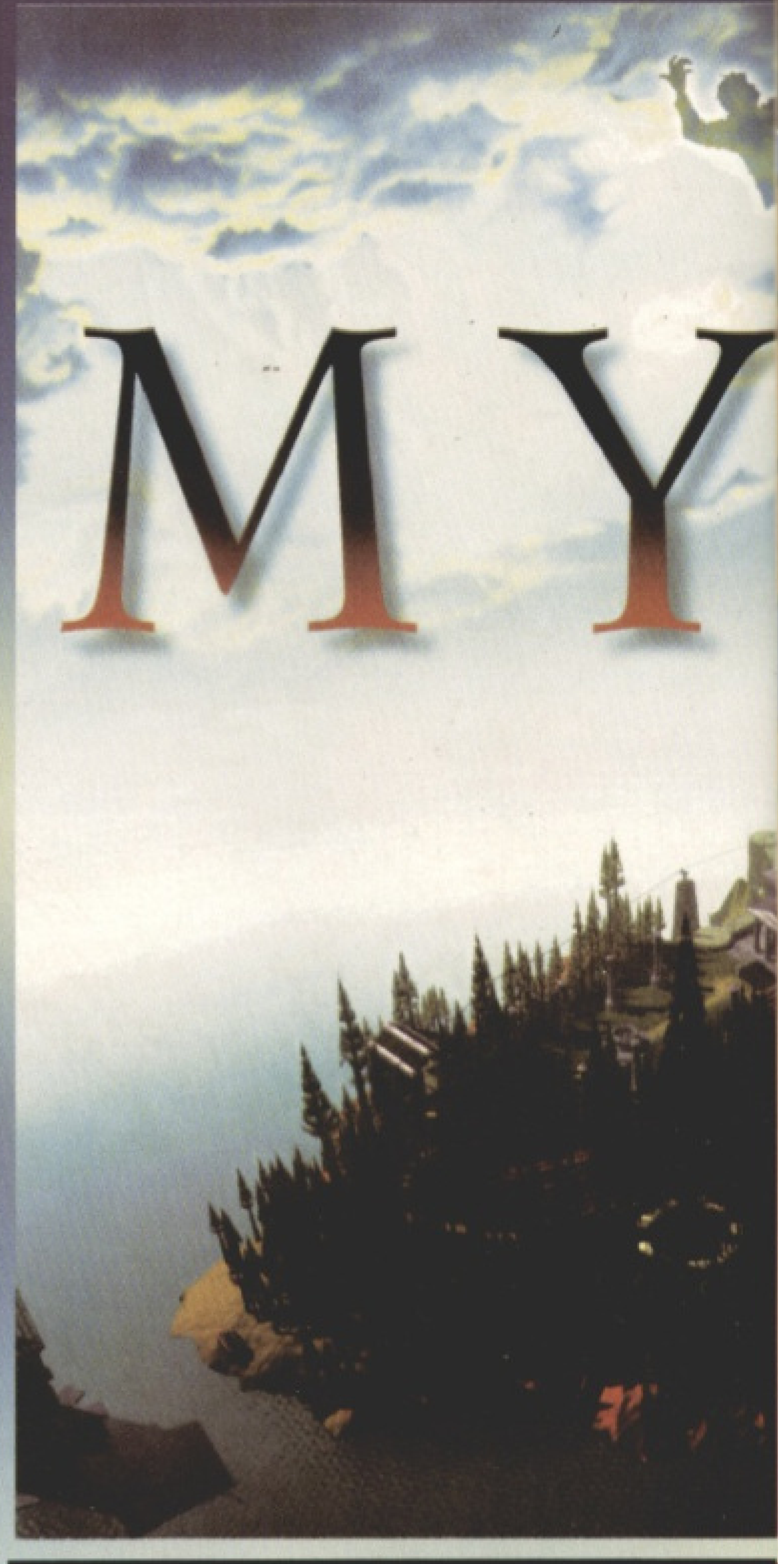
The purpose of Myst island is as a bridge to other worlds. The switches turn on symbols on the map in the library. This map controls the 'tower rotation' that is mentioned. Touch the tower symbol and watch a line rotate and turn red on the map. Red signifies the tower has rotated to a fixed point. Touch the painting with the stairs and a passage appears. Follow this and use the lift. In the upper chamber you will see a ladder next to a book symbol. The view from this shows the location of the linking book. On the opposite side of the chamber is another ladder, with a corresponding key signal. At the top is a clue etched into the wall. Note these down.

THE LIBRARY

Some of the books within the bookshelf are undamaged. Search these out. They are entertaining, but only the diagrams will prove vital. The red and blue books are crucial to the quest. Listen for any message you can discern from them.



The two books contain the trapped spirits of Adras' two sons, Sirius and Achenar. One of them is responsible for the destruction of the library. By bringing the pages found in the linking ages, you will set them free. Each additional page gives them a chance to put their own case more clearly. There are two pages in each world. You can only carry one — a second page will disintegrate the one you are already carrying. You must make a choice.

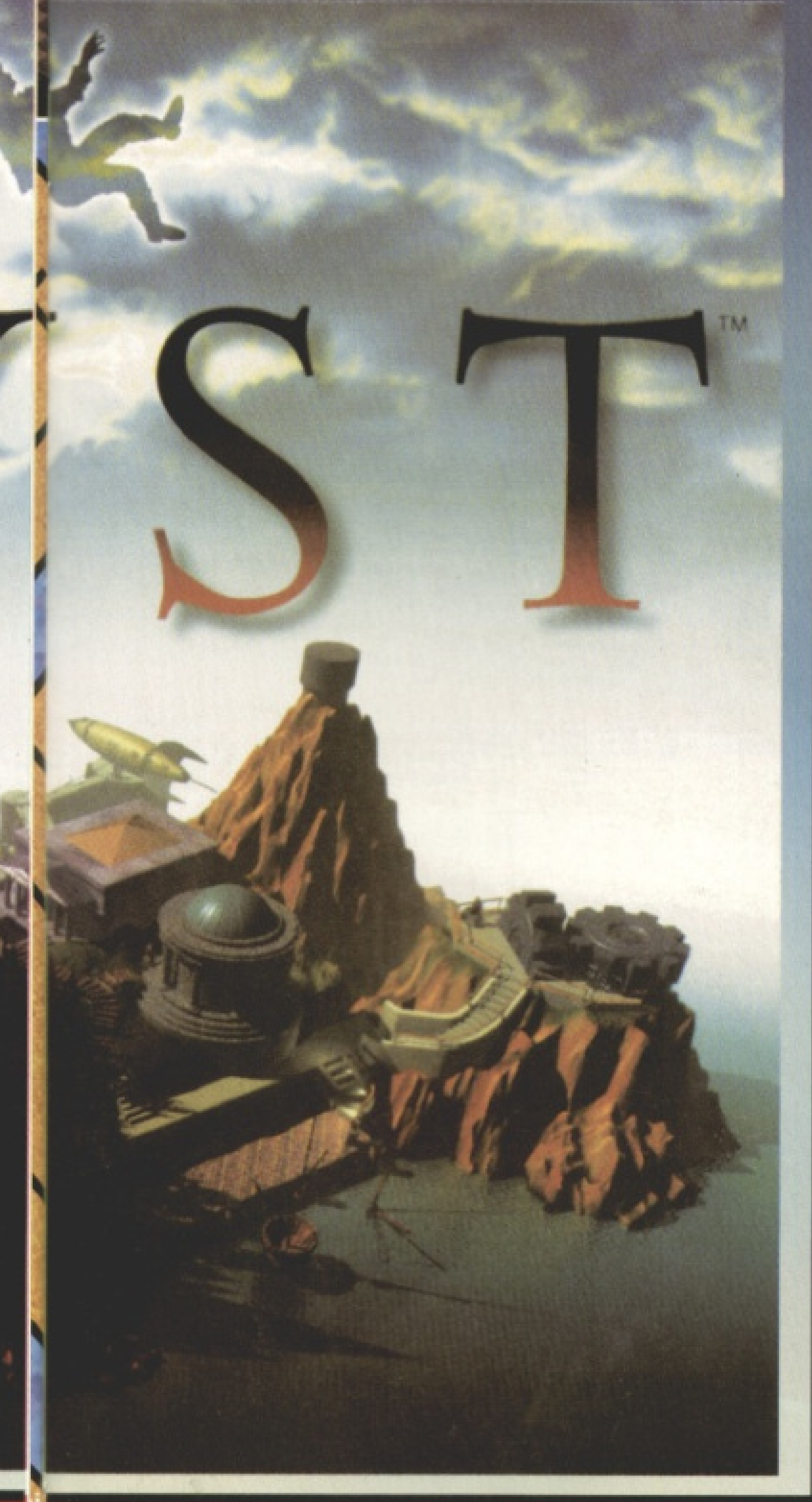


STONESHIP AGE

Undoubtedly the most obscure. Using the rotational mechanism, point the tower to the ship. On the chamber wall are three dates. Note these and travel to the room with the leather chair. Turn off the light and input the dates on the sliders. When each date is input, sketch the constellations shown in the window. Take these sketches to the library, and match them with the constellations in one of the books. The three symbols match up to those on pillars that flank the sunken ship ornament. Press these three to turn them green. With a shudder, the huge ship at the dock is raised, allowing access to the Myst linking book in the stern.

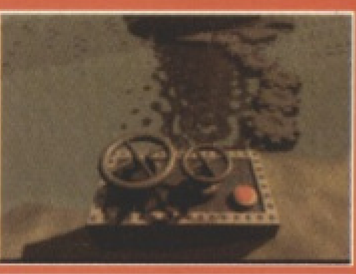
LEAVING MYST

Here's how to find the linking books.



MECHANICAL AGE

Go to the panel facing the island clock tower at the far west of the island. Use the large dial to set the minute hand and the small dial to control hours. Move the clock to 2.40 and press the red button. Once inside, the three cog mechanism must read 2,2,1. The levers control cog 1 and 2 or cog 2 and 3, but by holding the lever, the secondary cog on each lever will advance individually. Experiment with it. Once the code is cracked, the large cog at the far end of the island will move, revealing the Myst linking book.

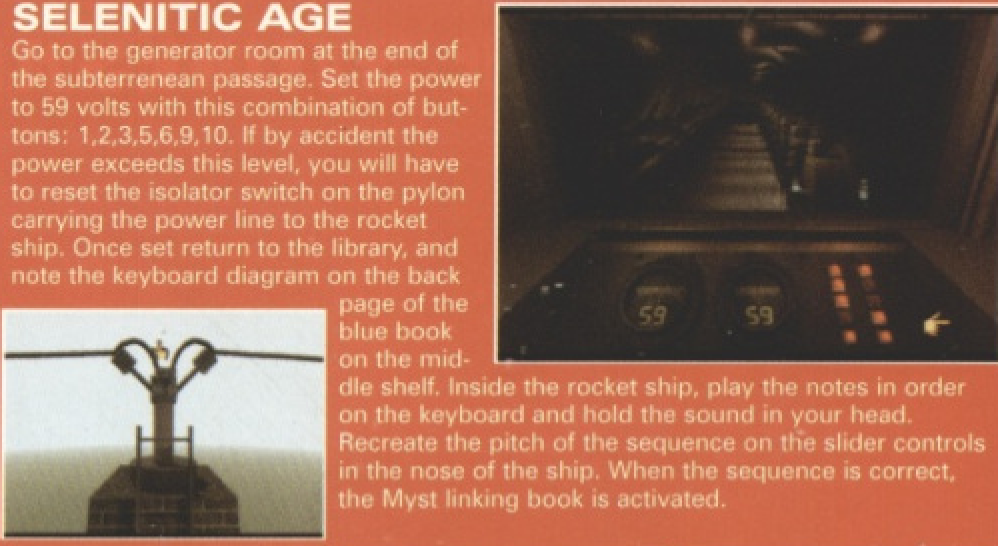


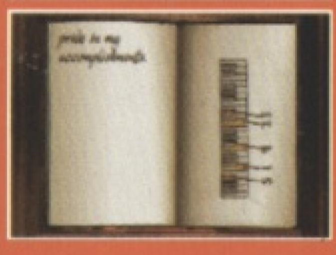




SELENITIC AGE

Go to the generator room at the end of the subterrenean passage. Set the power to 59 volts with this combination of buttons: 1,2,3,5,6,9,10. If by accident the power exceeds this level, you will have to reset the isolator switch on the pylon carrying the power line to the rocket ship. Once set return to the library, and note the keyboard diagram on the back page of the blue book on the middle shelf. Inside the rocket ship, play the notes in order on the keyboard and hold the sound in your head. Recreate the pitch of the sequence on the slider controls in the nose of the ship. When the sequence is correct, the Myst linking book is activated.



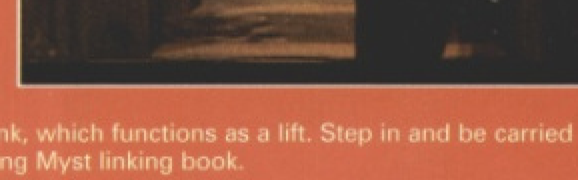


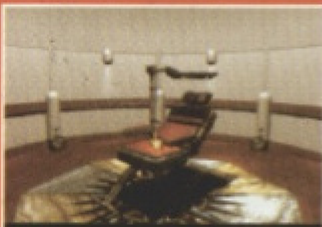


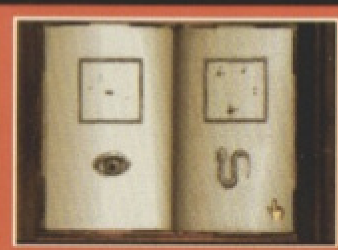


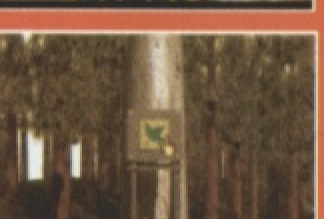
CHANNELWOOD AGE

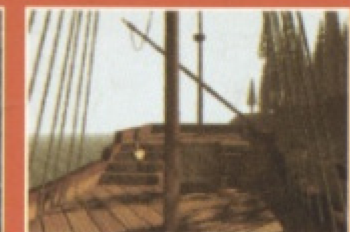
Go to the little hut in the middle of the small forest section of Myst Island. There is a combination safe which opens to the code of 7,4,1. Inside is a box of matches. Strike one against the box and take it to the boiler at the other end of the hut. Light the pilot and turn the valve fully to the right. You will hear a loud noise peroidically. When this ceases, turn the valve fully the other way, leave the hut quickly. Turn to your left and head towards the terrace around the tree at the rear of the hut. You will see a descending hole in the tree trunk, which functions as a lift. Step in and be carried below ground level to the waiting Myst linking book.

















SOLVING THE MECHANICAL AGE

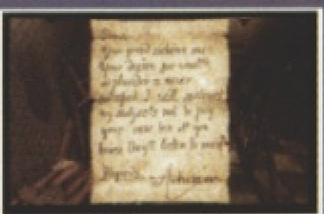
The main task is to reach the two smaller islands and find their codes, which work the machine on the first island. The holographic simulator is the key to this.

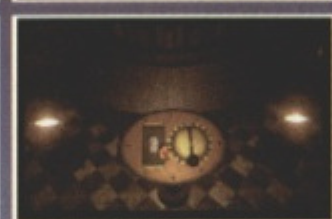
All of the frightening and intriguing ornaments in both rooms are of no consequence. The key to the mystery lies in the underground room midway along the corridor. There are also hidden rooms beside both of the 'thrones'.

The two decorated chambers belong to Achenar and Sirius. Beside the throne in each room is a secret panel. Touch this to reveal a hidden room. There is a blue page in Achenar's dungeon and a red page in a chest in Sirius' treasure room. In the long metal corridor there is a switch that reveals a room below the lift. Use the lever here to rotate the symbol to the red position. Now see panel on Holographic Rotational Simulator.

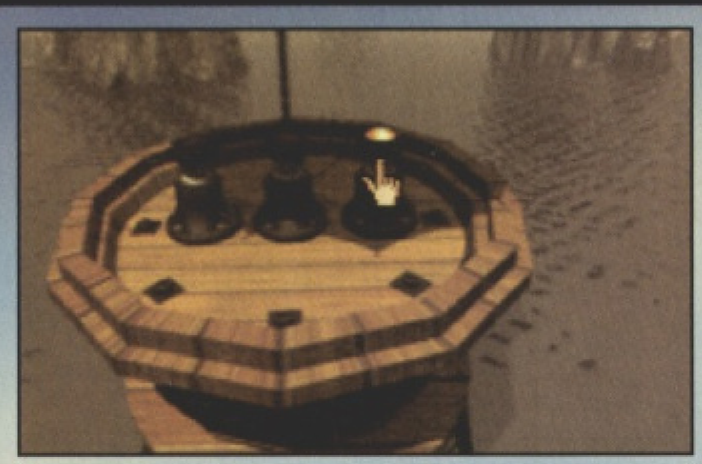








SOLVING THE STONESHIP AGE



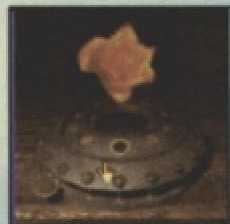
The most important contraptions are the three-way pumping mechanism and the telescope.







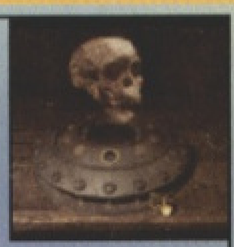
In the upper part of the lighthouse, there is a mechanism which powers all electrical items on the island. The key to this upper chamber is located within the lighthouse. The three buttons on the jetty drain water from three separate areas.



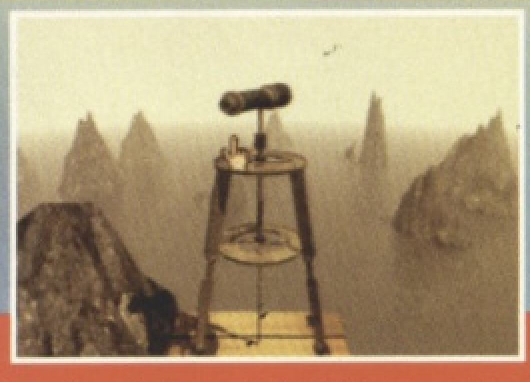




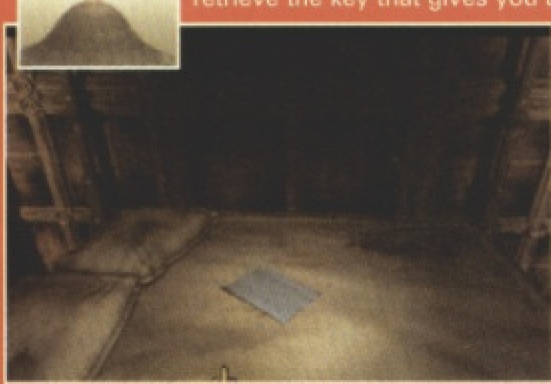




This macabre mechanism resides in Achenar's chamber.



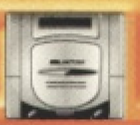
Go along the small jetty to the three-button panel. The left button drains the water from the stairs leading into the ship; the middle drains the water from the tunnels into the rock and the right button drains the water from the lighthouse. Press the right button first, go down the spiral stairs in the lighthouse and examine the chest. There is a tiny lever on the left side. Turn this to drain the chest, then back again to seal the valve. Return to the pumping station and drain the tunnels. Return to the lighthouse and the chest will be floating within reach of the key. Open it and retrieve the key that gives you access to the upper chamber of the lighthouse.







In the lighthouse, there is a hand-operated dynamo. Turn this repeatedly to power the battery (the level is shown on the small bar). This illuminates the tunnels in the rock. Go to the end of both passages, and find the luxurious quarters of Sirius, and the loathsome pit this is Achenar's. You will find a red page in the bottom drawer of Sirius' chest, and one simply lying on Achenar's bed. Choose. Return to the surface and ascend the path to the telescope. Pan it round until the lighthouse is in the centre of vision. Take the reading and return to the tunnels. You may notice a panel along one side of the stairs. Press this to enter a secret underwater passage between the two tunnels. In the centre is dial surrounded by buttons. Taking top as north, press the button that corresponds to the compass reading of the lighthouse. Now return to the surface. Drain the stairs on the ship and enter a lit chamber below. Built into the desk ahead of you is the Myst linking book!





HOLOGRAPHIC ROTATIONAL SIMULATOR

The device in Sirius' room allows you to practice with the mechanism that rotates the fortress. The left lever changes the gearing of the mechanism — making it easier to turn (but harder to stop), the right lever applies power, increasing the speed of the rotation. The mechanism 'settles' into one of the four main compass positions after each rotation. It's important to memorise the different sound effect for each compass position. These denote the direction the fortress is now facing.

Go to the lift mechanism and step in. Press the upward arrow. You arrive at an empty floor. Now push the middle rectangular button. While the alarm sounds, step out of the lift. It will now descend, revealing the real rotational mechanism on top. The compass positions are coded as; South—cow bell; East—whoosh; North—ping; West—trill. You wish to negotiate the fortress to East and North. Leave the fortress and find two symbols etched into cogs on the two islands. Rotate the fortress back to the south position and input these on the machine to reveal the linking book. Remember to take a page with you.

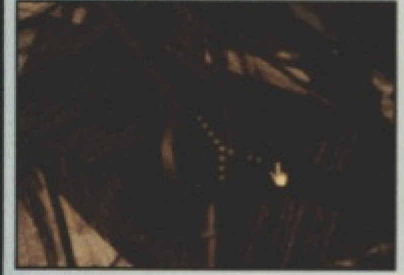
SOLVING THE CHANNELWOOD AGE

You must use hydraulic power to reach the upper platforms in lifts, with the junction boxes playing a part.













There is not one level of tree platforms, but two. The Myst linking book is easier to find than the pages. The key to exploring further is the lift near the wooden staircase.

First, activate the hydraulic network by walking to the windmill on the rocky outcrop. There is a stopcock on the floor. Turn this and return to the network of wooden platforms. Examine each junction and alter the flow switches to take the power to the single lift. Take this to the first floor.



On the first level, walk forward, take the right fork, forward, right in the hut, forward, forward, forward, right, forward, left and forward. You should be near a gate and lift. Turn around and go forward, take the right fork, then turn and take the right fork from the other side (it's deliberately difficult to go this way). Carry on until you come to a circular platform with a single entrance, and a switch. Pull this and return to the lift and gate. The gate is now open. Go down the stairs and walk to the first hydraulic junction. Change the flow to the direction of the stairs, return and ascend. You can now use the lift to go to the second level of platforms. Ahead of you is Achenar's quarters. A page is strewn on the floor. Ignore his holographic mumbo jumbo. Beyond the lift you'll find Sirius' tidy hut. His red page is in the drawer of the writing table under the window. Return to the ground level and re-route the flow to the furthest wooden platforms. There is a lever at the end which reveals a bridge. Cross this and reach the lift. Along the other platform is a screw connector that links the two pipes. Turn this then retrace your steps. Re-route the flow once again to reach the far lift across the newly connected pipes. Return to this lift via the bridge and use it to reach the Myst linking book.

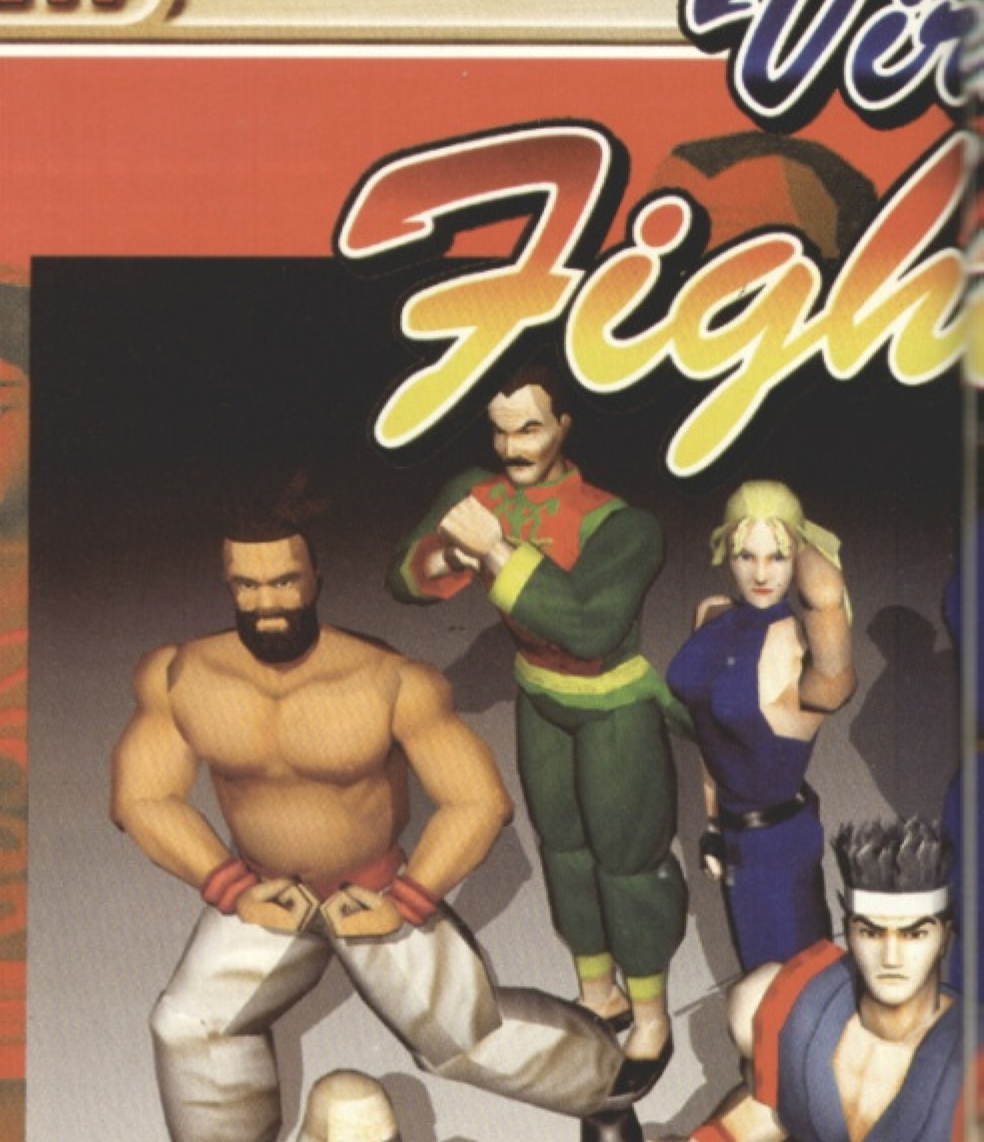
NEXT MONTH

The final world of Myst to be solved and the gripping denouement of which book to complete. Join us then.



When the arcade version of Virtua Fighter 2 was launched in Japan at the tail end of last year, MEAN MACHINES was present to observe the occasion. Huge crowds gathered around the 50" projection monitors to watch VF2 being played. Makeshift posters were put on the wall where players recorded any new moves they discovered. At the same time, VF mania hit fever pitch with the launch of the first game on the newly launched Sega Saturn. It was the game that sold over a million Saturns in Japan alone.

What was thought impossible one year ago is a reality today: Virtua Fighter 2 on Saturn is almost arcade-perfect. The game runs twice as smoothly as its predecessor, has three times the amount of moves, two more characters and it's fully texture-mapped, boasting an unprecedented level of detail. Even the intricate backdrops are fairly represented in the sequel. Oh, and there's hardly any flickering or glitches whatsoever. Numerous options have been added to the basic arcade





WOLF HAWKFIELD

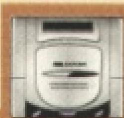
Like Jeffry McWild, Wolf is extremely large. Far larger than he was in the first Virtua Fighter game and as you might imagine, he's even more powerful. Unlike the VF2's predecessor, here Jeffry actually has the advantage over Wolf in terms of speed and both remain equally lazy in getting off the floor after they have been decked. Again, like Jeffry, learning to defend against opponents' combos before unleashing a man-size portion of throw-derived punishment is the order of the day.

JEFFRY McWILD

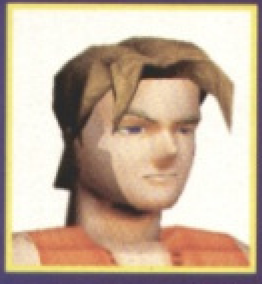
Jeffry was always one of the more unlikely characters in Virtua Fighter. An Australian fisherman attempting to buy a new boat, Jeffry has somehow learned the ancient Roman fighting art of Pancratium. Er, right. Despite the failings in the scenario side of things, there are no arguments concerning his raw power. Mostly relying on throws, Jeffry has some of the most damaging moves in the game and the enhanced speed of Virtua Fighter 2 only aids his cause. His triple-headbutt technique is one of his most amusing new moves.

SARAH BRYANT

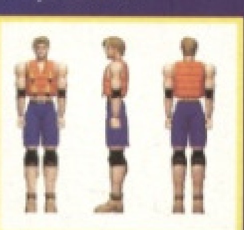
Sarah is still under the mental control of the evil J6 (so called because the original brief for VF called for six bosses, but they never came about). For the sequel, Sarah has concentrated on refining her speed and her more vicious attacks, making her even more lethal than ever before. The other characters probably have more of a chance against her now, but play against an experienced Sarah player and many is the time that you'll hear her classic insult as you lie bleeding at her feet: "Better run home to momma now!"

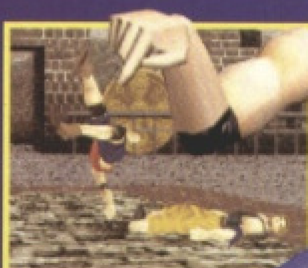


LION RAFALE



One of the new boys in Virtua Fighter 2, Lion is adept in the swift art of Mantis Fist Kung Fu. Very small and very nimble, he's a tough opponent to beat. His stance makes it difficult to tell if he's standing or crouching (this makes throwing him very difficult) and his sheer speed allows him to evade even the most powerful techniques with ease. Lion's range of unique throws (including the classic move where he jumps onto his opponent's back and attacks their throat) are most impressive.

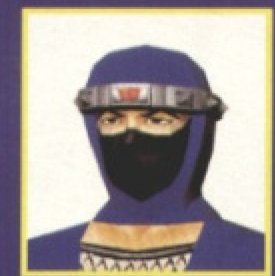








KAGE-MARU



Although flushed with victory at having totally defeated Akira in the first Virtua Fighter tournament, Kage was still beaten to the championship. For the second competition he has learned an even greater range of manoeuvres. Labeled as the fighter with a move for every occasion in the first game, Kage fans should be pleased to hear that he is even more versatile in the sequel, with over 70 different techniques to his name. Mastering him is difficult, but he is ranked as second most powerful behind Akira, his new rival.









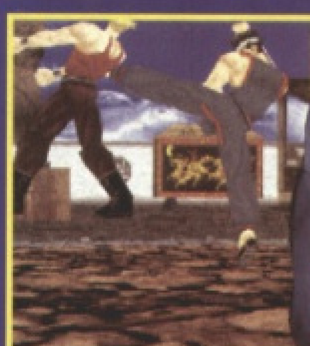


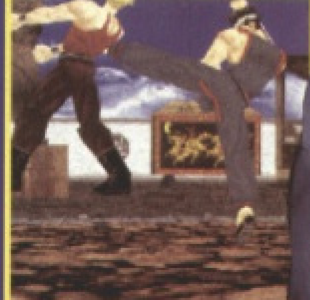
AKIRA YUKI



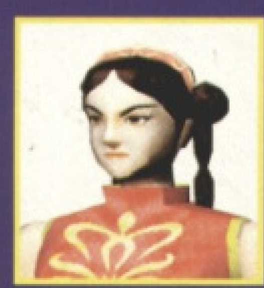
The master of short-range combat, Akira has supplemented his powerful moves from VF1 with a series of throws and stealthy back-attacks designed to throw his foes off-balance before he unleashes a massive energy draining power-combo. Akira's defence is second to none, as he's armed with a series of exceptional counter-attacks - watching him brush aside an incoming punch and retaliate instantaneously with a fist to the underside of the chin is a classic VF2 moment.







PAI CHAN

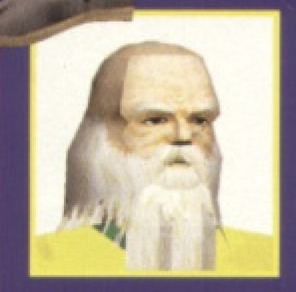


Pai was renowned in Virtua Fighter 1 for her speed, her grace and her uncanny knack in turning an opponent's attack against them. It's these traits which have been built upon in Virtua Fighter 2. Although most of the characters have counter-attack moves in the sequel, Pai's are definitely some of the easiest to master. Her weakness at dealing with crouching opponents has been overcome with an outstanding cartwheel manoeuvre which sees her fly over her foe's head before attacking from the rear with a choice of powerful kick-based combos.



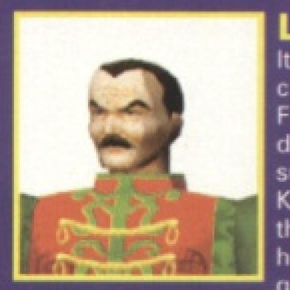


SHUN DI



This 83-year-old drunken master enters the Virtua Fighter tournament for entertainment value alone, wishing to pit his alcohol-derived martial arts skills against the very best that the world has to offer. Characterised by his lurching attacks and unpredictable movements, Shun is thus one of the more dangerous opponents in the hands of a VF2 master. His victory taunts are some of the most amusing of all. Watching him collapse in a drunken state laughing inanely at his opponent's defeat is quite a sight to behold.

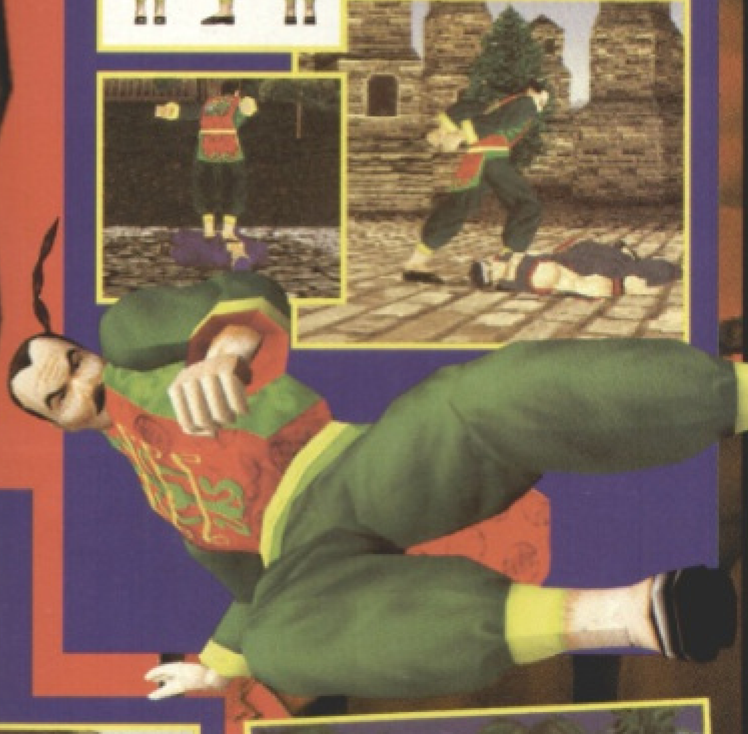




LAU CHAN

It's official. Lau Chan is the champion of the first Virtua Fighter tournament, having defeated all-comers with his super-vicious brand of Ensei-Ken martial arts. Although the amount of new moves he's learned since the first game is a little on the lean side, he remains the king of the combination strike and in this respect, the extra speed on VF2 makes him even more dangerous - particularly in the field of ring-outs. Still an interesting fighter, but this time the others are ready for him.





COMMENT



GUS

Virtua Fighter WAS better than Tekken. Anyway, who gives a monkey's, because Virtua Fighter 2 makes mincemeat of anything available on THAT console. Despite all the gossip, the advanced pictures, the PR hype — the arrival of VF2 is still startling. The Saturn really is capable of wonders.

The wonders don't just begin with the incredible graphics (forgive the amount of incredibles appearing in this review), although these are the pinnacle in home console visuals. The true miracle is so much gameplay crammed into the internal RAM: thousands of moves, countless animations, running at more frames per second than your telly. Besides dwarfing all comers in scale, Virtua Fighter is the best because of its style and panache — the sozzled antics of Shun are a typically inspired addition. One final piece of advice for the company who's name is a four letter word: Never underestimate the power of the Saturn.

COMMENT



MARCUS

I guarantee that there are going to be a lot of long faces on PlayStation owners when they see Virtua Fighter 2. The original always played better than anything that Sony had to offer, but suffered in the visual stakes. VF2 is even more playable and boasts supreme graphics - super-smooth, extremely fast - there is nothing to match it. The high resolution mode the game runs in makes this the finest-looking 3D game ever. Who would have thought that the Saturn (which seemed to be wheezing a bit even just copying the first VF) would be able to produce graphics this good? In terms of gameplay, Virtua Fighter 2 is totally unrivalled. Each character has between 50 and 70 different techniques. Learning them all and discovering how to link them into powerful combinations offers months of intensive, super-enjoyable gameplay. If you were happy with Saturn releases to date, prepare to reset your standards. Virtua Fighter 2 is possibly the best game ever.







GRAPHICS 98
▲More colour, more polygons, more speed more texture maps than anything seen on any home system. Absolutely unbelievable.

ANIMATION 98
▲Superb, ultra-lifelike motions on all of the characters, running at a smoothness that must be seen to be believed.

MUSIC 93
▲A choice of the excellent arcade music, or some equally decent remixed tunes courtesy of the Sega Digital Studio.

EFFECTS 93
▲Just about everything from the arcade machine, including each character's amusing victory taunts.

PLAYABILITY 98
▲Rampantly playable in the arcades - and the Saturn conversion crams in just about every move and technique. Truly a joy to play.

LASTABILITY 96
▲The huge amount of options, coupled with hundreds of different moves makes this a game that lasts months - if not years.

OVERALL
A garagantuan achievement, VF2 is one of the most awe-inspiring videogames ever. A new era of Saturn gaming starts here.







BY: BULLFROG

RELEASE: DECEMBER

PRICE: TBA

GAME TYPE: DRIVING

BREAK DOWN

1-2 PLAYERS



ORIGINALITY

OPTIONS

CONTROL
JOYPAD

GAME DIFFICULTY
MEDIUM

CONTINUES
RAM SAVE

SKILL LEVELS
4

RESPONSIVENESS
GOOD



CHALLENGE

ORIGIN

This Saturn version of Hi-Octane is an enhanced version of the summer's PC CD-ROM hit.



ACTION

GAME AIM

Outrace or outgun your opponents over nine futuristic courses.

STRATEGY



REFLEXES

BEAT THIS

'Raging Bull'.

Daytona USA, Indy 500, Sega Rally. All very nice as far as they go, but they each suffer from a common problem — wheels are no longer fashionable in racing games. Car fashions come and go, and the accepted automobile norms, nay, luxuries of yesteryear — like tinted windscreen strips and headlight wipers — provoke sniggers today.

And so it is with next generation machines. Wheels are officially uncool, whereas hover-thingies are most definitely 'in'. The fact that no one has ever managed to get a hover-thingy to work properly in the real world — apart from that sad Magalev train in Birmingham. Unfortunately it goes about three miles an hour and mutates all the passengers with its strong magnetic fields. Unlike the six sexy speeders found in Bullfrog's Hi-Octane a veritable (must be said) wheel-less wonder. Not content with converting the incredibly speedy graphics of the PC as they appear on a high-end machine, Bullfrog's resident hero Andy Beale (he did Theme Park on Megadrive) has added more courses, a death-race and an intriguing hot-seat option that involves passing sweaty joysticks between eight people. If Hi-Octane isn't set to form intimate friendships between gamesplayers, then nothing is.

HI-OC



DRIVE-THRU

Sorry Claire. (She hates the ubiqutuous headline 'I'll get Drive-thru'). But you DO get Drive-thru with Hi-Octane. All the re-fuelling, re-arming and re-shielding is achieved by driving close to the designated points, which are well flagged by signs. The longer you linger, the more



Speak clearly into the microphone.





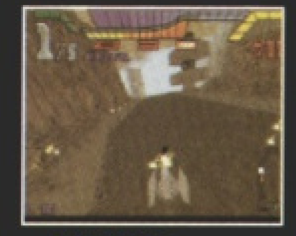
SHANGHAI DRAGON





AMAZON DELTA TURNPIKE





ANCIENT MINE TOWN





ARCTIC LAND



KILLING FRENZY RACING FEVER

Two supplementary modes in Hi-Octane provide a twist on the gameplay. First is Death Battle. This takes place on the infamous rod-shaped eighth track, where the object is to be the last left alive. Each car has a limited amount of lives before retiring from the competition. Hot Seat is designed for up to eight players on one joypad. In each race, player's have 30 seconds to better their position before returning to auto-pilot and passing the joypad on. Bizarre, yet strangely compulsive.





CTANE





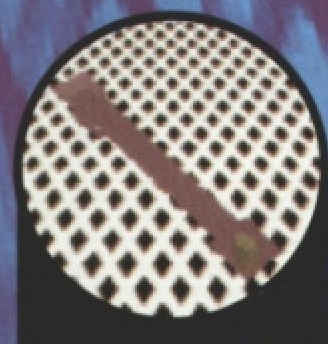
THE ARENA PROJECT

The Hi-Octane Championship incorporates nine large tracks, accessed in sequence. No qualification is required to enter the succeeding races, with points awarded for positioning. The tracks have pits, bridges cross-overs, tunnels, exagerrated contours and hidden short-cuts. Another feature is track-morphing, where the track alters shape during the race to counter your efforts. Bends will become tighter, gaps wider. It's just not fair.





NEW CHERNOBYL CENTRAL





DEATH MATCH ARENA

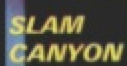




TRANS-ASIA INTERSTATE







SLAM CANYON

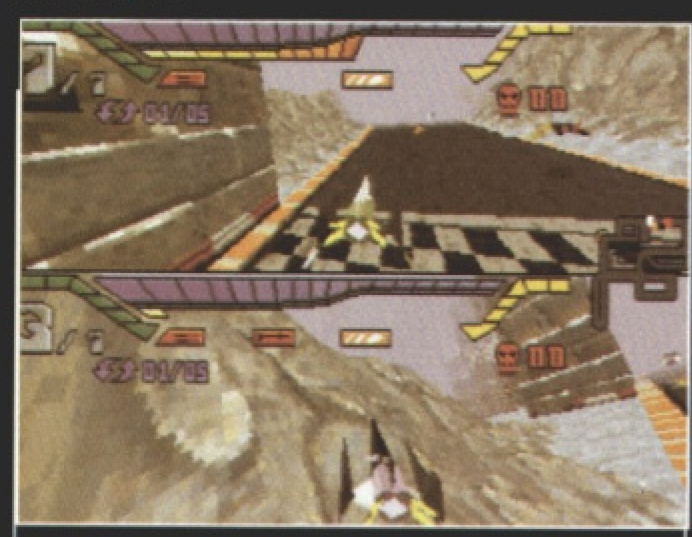




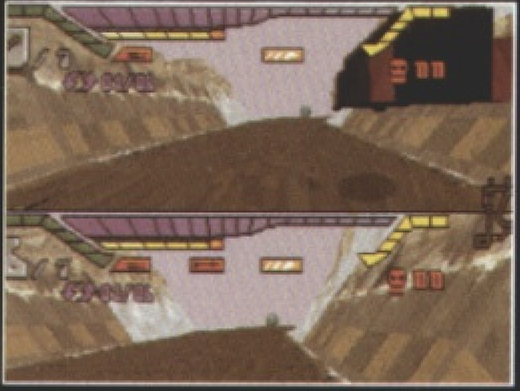
THRAK CITY

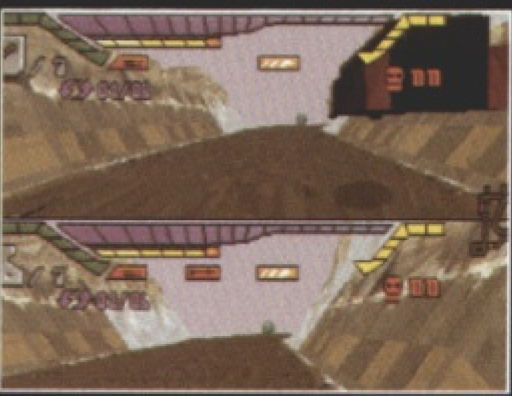
DOUBLE DECKER

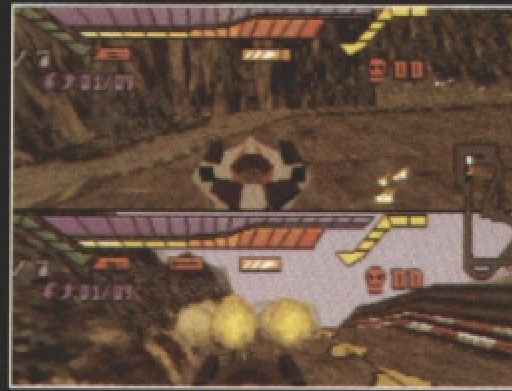
As the network mode of PC Hi-Octane isn't possible, Bullfrog have created the next best thing, a split-screen mode that retains all the speed and most of the detail of the main game.



Two vampires ballsing up a race completely.











The flexiwing powers up to take a huge leap on Arctic Land.

COMMENT

MARCUS

Boy rcaers like myself like to dream about the kind of vehicles that Hi-Octane has in abundance. The most impressive performer here is the Saturn itself, which shifts those backgrounds at an awesome rate. At the beginning, Hi-Octane looks a little muddy and solemn, but once you appreciate some of the excellent track-building, you'll really get into the game's stride. Of all the racers available, this has the greatest longevity — matching Virtua Racing in scope, whilst being visually dynamic and basically 'cool' — a quality that eludes Daytona and even Sega Rally. The sexiest saturn game so far.





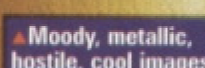
This is off the beaten track, but you can find all sorts of goodies in nooks and crannies.

COMMENT

GUS

Getting Bullfrog on-side when you launch a new console is a very good thing. Quality, ingenuity and playability have become almost routine expectations from their games. Hi-Octane is an exceptionally cool racing game, and while it doesn't have the same visual appeal of the forthcoming Sega Rally, it offers gameplay of a radically different sort. Something like Psygnosis' Wipeout, which has been the one big triumph for the 'other path'. Even more impressive is the fact that Bullfrog have created Pentium PC performance on the 300 quid Saturn. Hi-Octane demonstrates best just how capable the Saturn is. The one-player mode is strong, and bolstered by some clever variations, options and features — like the race breakdowns and Hot Seat. Hi-Octane is a serious contender for your money.

GRAPHICS 85



▲Moody, metallic, hostile, cool images of a futuristic racing Armageddon.
▼Not so good close-up

ANIMATION 83

▲Excellent speed and update create a convincing 3-D. Player movement is superb.

MUSIC 90

▲The Techno slots in with the action pumpingly.
▼Only three tracks.

EFFECTS 90

▲Thundersome explosions and ace 'whoosh' of boosters.

PLAYABILITY 89

▲The controls are very well balanced, the racing excellent, the killing satisfying.
▼Racing is sometimes a bit 'lonely'.

LASTABILITY 92

▲Bullfrog's copious options ensures more longevity than any other racer.

OVERALL

High-powered, high-drama, Hi-Octane. Highly recommended.





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HOME GROWN PRODUCTIONS LTD, PO BOX 193, HAYES, MIDDX.

The Ooze



BY: SEGA

RELEASE: DECEMBER

PRICE: £24.99

GAME TYPE: PUZZLE



BREAK DOWN



ORIGINALITY



CHALLENGE



ACTION



STRATEGY

REFLEXES

OPTIONS

CONTROL
JOYPAD

GAME DIFFICULTY
MEDIUM

CONTINUES
NONE

SKILL LEVELS
1

RESPONSIVENESS
SLIMY

ORIGIN

Erm, someone did a big snot shot one day and they thought they'd make a game out of it?

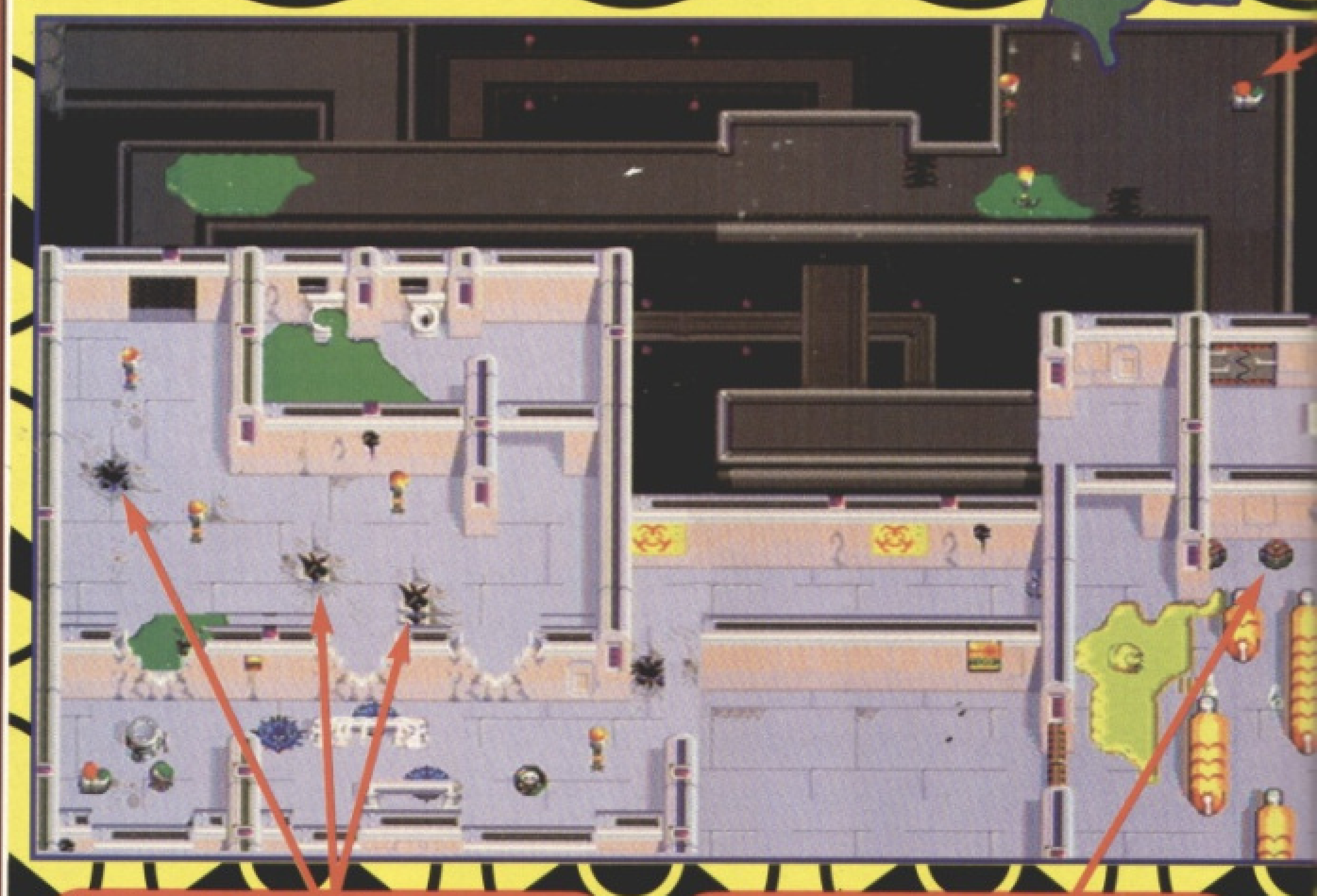
GAME AIM

Get to the laboratories, and change back into human form.

BEAT THIS

LEVEL 3

If you had to name the strangest game concepts to materialize on the Megadrive, you could probably count them on one hand. The most recent was the bizarre Boogerman, and this latest game to wobble and slurp out of the slimy mucus pits of Sega, is titled The Ooze. Taking it's central character from the classically crap 50's B movie The Blob, it features all the blobby movements you may expect from a game based on a pool of snot, including rippling, masses of slime and other various pus related objects usually restricted for unwashed crevices of Ed Lomas.
You control an ex-human being, who, in his bizarre experiments has somehow managed to transform himself into a runny nose look alike. As a result all his friends in white coats disowned him and now wouldn't even see fit to use him on their hankies. So he has to brave the elements and work his way to the laboratory to change back into his old self. Sounds a bit like my old chemistry teacher if you ask me. The game situations are the sort of places you may expect to find a festering pool of bogeys, varying from Waste Plants to Toxic levels, and the innards of noses to the bowels of belly buttons (the last part is a lie). The game was developed by Sega's Technical Institute, and was due to be released a couple of months back, but someone decided that it should be scrapped, and then someone else decided to put it back in production, hence the delay. The main reason for it's reinstatement was down to the reduced price that the producers offered Sega, providing too big an incentive to turn down.



Watch out for these holes as they serve much the same effect as the toxic waste and drains from previous levels.

Drips. No not Sega Power, but these jets that spit out drips of gunk that do you harm if you somehow manage to get in the way.

OOZE A CLEVER BOY

Ooze can gob his spit as a weapon, which is good for long distance attacks, but the catch is that it causes a bit of your slime to disappear with every phlegm. The other move in his limited arsenal is a stretchy attack, which enables you to cling on to objects and pull yourself across, or pull a bonus towards you. The latter is especially useful if an enemy is lurking round a corner, as you can send your slimy protruding thing, to give them a good spanking. Ooer missus!







GUNKY UPGRADES

To say the standard ooze is a bit slow is a slight understatement, so thankfully there are numerous 'enhancements' available to collect. These come in the form of small Orbs that inhabit all of the levels. Some of them are tantalisingly situated next to dangerous obstacles, that if you so much as go a millimetre out of line you'll be sucked away into the poo filled sewers of the earth.



This increases the size of the ooze surrounding you.



This acts as a restart point. You continue from the point collected when you die.



This gives you a limited amount of double speed. The colours change as it runs out.



This causes aliens to come and kill you. Actually it's just an extra life.



No game is complete without an invincibility power up, so here it is!

These switches will open doors once they have been triggered. Be warned however, they only stay switched for a few seconds

These are the poles that you should cling on to with your stretch attack, to pull yourself past holes, drains and baddies to prevent damage occurring.





Kill the little fluffy wabbits.

Shock! Some excitement.



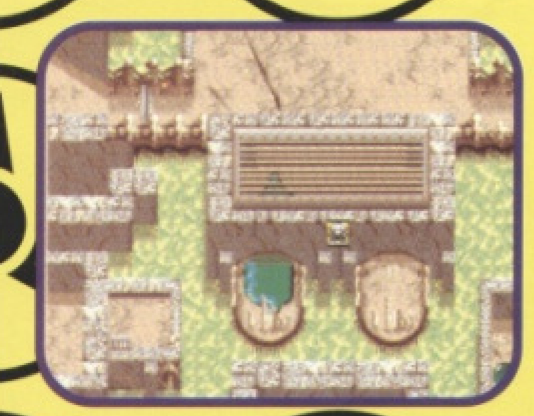
WARNING: BOG ENTRAILS

Scattered throughout each of the levels there are traps that once trodden on, will drain away all of your life unless you move your piddly little butts away from the 'trouble zone' as it were. But, if you get kicks from sliding down drains and melting away into toxic waste pits, then you can die all you like as far as we're concerned.

HEADS WILL ROLL



As you only control the head, the area of gloop acts as a sheep and follows you around. Although you can shoot out parts of the slime as an attack, the rest is uncontrollable so the head is the your main control point. The aforementioned bonce is where you spit from and the area that will lead to automatic death if it is hit. The gunk itself will disappear with hits, but until your head gets attacked, you'll stay alive. Most enemies don't go for your loaf until your ooze is down to a minimum, but some possess lasers that cut straight through, and can kill instantly.

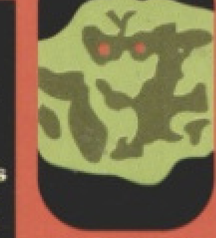






You join us here, as we watch in fascination the slimy pool of snot, attempt to look interesting.

COMMENT



STEVE

Initially, the first impressions are that it's dull, slow and boorrrinnng. The game doesn't really kick off at any great pace but having said that, it does get better. The graphics are atmospheric, but not overly impressive, and lack real sparkle. The tunes are pretty good however and sound like an oozy tune should sound. If there are any impatient gamers out there who have the attention span of a Goldfish and are considering this, be warned: it takes time to really get into it. More time than you may usually expect. The are lots of levels to explore, and a novel idea is that you don't have to take the same route every time, as some stages have multiple paths for you to take. But, looking at the whole thing it's a good buy for the price, but may not appeal to everyone.

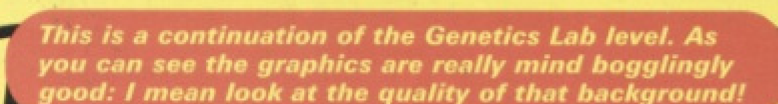
COMMENT



GUS

I'm really into Ooze, and it's sedate pace doesn't bother me as much as the sprightly Steve. Originally, us Brit Megadrive owners were to miss out on this, but luckily we now have the game and an extremely reasonable price. Gameplay-wise, this is more original than most of the full-pirce platform fare going about, and has the advantage of being rather vast. The real attraction comes from the strange sensation of controlling an amorphous lump rather than a single character. The game's hazards turn this to good effect, with laser's slicing bits off you, drains sucking you up, and fan blades nibbling away at your edges. It's great fun gruesomely absorbing the left-over splat of your foes to make you stronger. Graphics could be better, sound is weak, but this is one of the stronger Megadrive titles of 1995.

This is a continuation of the Genetics Lab level. As you can see the graphics are really mind bogglingly good: I mean look at the quality of that background!







GRAPHICS — 77

▼The graphics are typically oozey, but lack the real imagination that could have made the difference.

ANIMATION — 70

▲The slime sludges around, and fills the crevices quite realistically.
▼But everything else is rubbish.

MUSIC — 84

▲The tunes are surprisingly good, and enhance the game a lot.

EFFECTS — 71

▼Only two or three half decent cries, and not enough blobby, slimy noises.

PLAYABILITY — 78

▼It's a bit too slow, and the action doesn't really pick up quick enough to keep the player entertained.

LASTABILITY — 79

▲There are lots of levels to work your way around...
▼But have you got the patience?

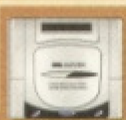
OVERALL

Had the possibility of being an inventive game, but has fallen flat on a few important areas. Still good for the price.



79


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BY: SEGA

RELEASE: IMPORT

PRICE: £49.99

GAME TYPE: BEAT 'EM UP

BREAKDOWN

1-2 PLAYERS



ORIGINALITY



CHALLENGE



ACTION



STRATEGY

REFLEXES

OPTIONS

CONTROL: JOYPAD

GAME DIFFICULTY: TOUGH

CONTINUES: UNLIMITED

SKILL LEVELS: 3

RESPONSIVENESS: SMOOTH

ORIGIN

The original Golden Axe was a Megadrive hit. This is a conversion of the Arcade game.

GAME AIM

Kick the crap out of the characters from the Golden Axe series, in a quest to thwart evil.

BEAT THIS

WIN FIRST 5 FIGHTS

It's going to be like Take Your Pick these next few months with regard to Saturn fighting games. The hosts will be telling you to buy Virtua Fighter, and your family will be urging you to purchase X-Men. Everyone else in the crowd will be shouting 'Guardian Heroes is the one for you' and in the culmination of all the noise and panic you'll shout "I want Golden Axe: The Duel" Silence.The box 13 of beat 'em ups.

Basically the fighting genre is gearing up for multiple releases this Christmas, with some big name games entering the market. Golden Axe is Sega's in house attempt, and hey, it certainly doesn't have much to compete against, does it? Originally an arcade game, and the first to use the Titan board, it was a surprise hit and quite rightly has earned a conversion to home consoles.The format is familiar: beat up everything in sight, and produce a few spectacular moves to accompany it.

There are 10 fighters to choose from and those familiar with Golden axe will recognise some characters from the original. Blade, Flare and Gilius are all here along with evil of all evil: Death Adder.



GILIUS, COME ON DOWN

Is Blade a minger? Or is Gilius the dogs dangly bits? Here is a Mean Machines opinionative run down, showing speed, strength, range of moves and their special move quality.



BLADE

Speed ★★★
Strength ★★★
Moves ★★★
Special ★★★★



FLARE

Speed ★★★★
Strength ★★
Moves ★★★★
Special ★★★







GILIUS

Speed ★★
Strength ★★★★
Moves ★★★★
Special ★★





ZOMA

Speed ★
Strength ★★★
Moves ★★★
Special ★★★★





JA

Spe
Stre
Mov
Spe







BY 'ECK IT'S MAGIC

The magic-carrying dwarves from the original have been included into this game and still serve a similar purpose. Give them a kick in the head, and they drop a couple of potion vases. Once 5 elements have been collected, Power Up will appear on the bottom left, and by pressing X, Y, and Z, you'll be able to utilise the special powers. Each character has one awesome move, and it can only be done when the magic is in use.







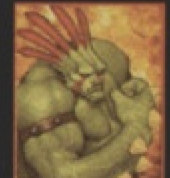




DEATH ADDER

Speed	★
Strength	★★★★★
Moves	★★★
Special	★★★★





GREEN

Speed	★
Strength	★★★★
Moves	★★
Special	★★★



AMM

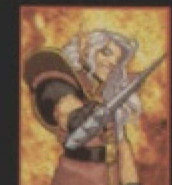
peed	★★★★
trength	★★
loves	★★★
pecial	★★★★



DOC

Speed	★★★★
Strength	★★★
Moves	★★★★★
Special	★★★★





KEEL

Speed	★★★★
Strength	★★★
Moves	★★★★
Special	★★★★★





PANCHOS

Speed	★★
Strength	★★★★
Moves	★
Special	★★★★





COLOUR ME BAD

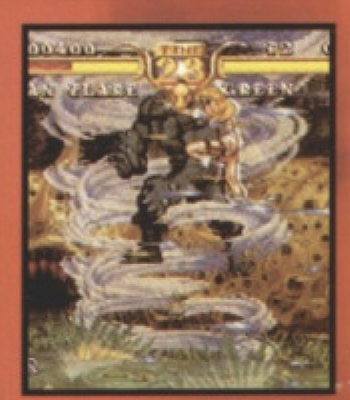
The game's appeal extends as much from the graphics as much as anything else. Each stage features bold, well defined backdrops, relating to the characters background. For instance, the dwarf people on Gilius' stage all have big long beards or Viking type hats, even the little kids!



The old codger is green and wrinkly, like Claire.

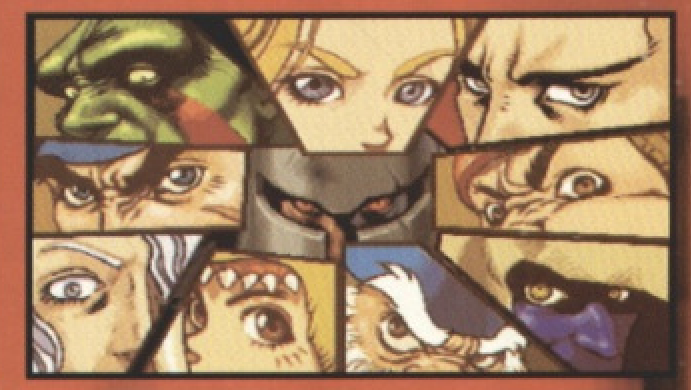


Die you fiend with my evil garlic and chilli breath. Bwa Ha Ha.



SCALEY SHENANIGANS

Instead of featuring the standard one screen - don't you be going too far now - playing area, Golden Axe makes use of the scaling abilities of the Saturn and closes in Virtua Fighter style. If the fighters move in for a bit of close combat, then the game zooms in, making all the characters a lot clearer and bigger. If you move away in an attempt to get some respite, then the game pans outwards, making everything just that little bit smaller.









COMMENT

STEVE

It's the mark of the nineties you know. Take an old classic from the golden Megadrive years and then play around with it, give it some nice graphics and make a new game. Hang On's been revamped, as has Shinobi, and now Golden Axe. The result is a colourful beat em up to say the least and has some excellent, completely O.T.T. special moves. The characters are well drawn, and despite their size on close up sections, still manage to slap and pull hair at a good pace. But, it seems to lack the long term appeal of say, Virtua Fighter. There aren't any secret characters that we know of, and once the game is completed, there is a lack of combo's or hidden capers to bring you back for more.

COMMENT

GUS

Golden Axe brings home all the possibilities of the Saturn/Titan link-up. This is an arcade-quality beat 'em up, well it is the same code as the arcade. The most striking aspect is the graphics, which have more intricacy and colour than any other next generation beat 'em up of the moment. Although the animation on many of the basic moves is not loin-stirring stuff, Golden Axe reserves some real epic special attacks that aren't that hard to pull off — Keel's icy giant being particularly memorable. In one-player mode this is pretty standard stuff, not helped by the characters being rather bland. The real fun comes in long head-to-head sessions, where the speed and quality of the gameplay comes across.

GRAPHICS 92

▲Fantastically colourful sprites and backdrops. Lots of detail on all of the characters.

ANIMATION 90

▲The fighters moves and special attacks have multiple frames, which are smoothly linked together.

MUSIC 83

▲The tunes fit each of the stages well, and the opening tune is very atmospheric.

EFFECTS 80

▲Lots of grunts and groans accompany moves.
▼But they all sound like pigs.

PLAYABILITY 82

▲Unleashing a special move on your opponent is most satisfying.
▼One player mode won't last as long.

LASTABILITY 81

▲Two player mode has long term appeal.
▼Once the special moves have been mastered, interest wavers.

OVERALL

Not quite as appealing as Virtua, but if you found it in your Christmas stocking, you wouldn't be disappointed.



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GARF[IELD]

CAUGHT I[N THE ACT]



BY: SEGA

RELEASE: NOVEMBER

PRICE: TBA

GAME TYPE: PLATFORM

1 PLAYERS

24 MEG

BREAK DOWN



ORIGINALITY

CHALLENGE



ACTION



STRATEGY

REFLEXES

OPTIONS

CONTROL
JOYPAD

GAME DIFFICULTY
UNCHALLENGING

CONTINUES
3

SKILL LEVELS
2

RESPONSIVENESS
AWKWARD

ORIGIN

Platform adventures with America's feline slob and his doggie nemesis.

GAME AIM

Journey through the fantasy levels inside Garfield's broken television set, but watch out for Odie.

BEAT THIS

TOPPLE THE CAVE CAT BOSS.

Since cartoonist Jim Davis dreamed up a certain orange cat in 1978 his life was never the same. The lasagne-loving lazybones we have come to know and love as Garfield now appears in over 1200 newspapers around the world. Garfield television series, T-shirts and telephones are already a way of life for many – a game was perhaps inevitable.

This platformer opens with Garfield and Odie's evening viewing interrupted by an explosion inside their television set. Fearing retribution from his owner, John, Garfied endeavours to patch up the set using most of the remaining bits. Predictably, something goes horribly wrong – Garfield and Odie are sucked into the television set by a mysterious force. Garfield is forced to negotiate the electrically hazardous circuit boards inside the set, as well as battle Odie through reruns of the film genres still buzzing around inside the set.

As if the novelty of eliciting any movement at all from Garfield wasn't enough, this game promises cutesy animation, fiendish puzzles and a satisfyingly violent bonus level. And absolutely no lasagne.

TELEVISION TROUBLE

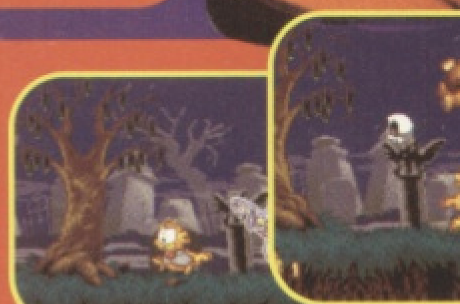
The game kicks off with a little preamble through Garfield's broken television set. If jumping on and off transistors and the like proves too much for you at this stage, then it's time to jack this in now.





CASTLE SLOBULA

The set from Plan 9 From Outer Space greets you on this, the first proper level. Running across cemeteries and in and out of tombs, reach the safety of the teleporting remote control by escaping the vampire bats, killer skeletons and, er, Odie.



Escape from tombs by jumping on rising platforms that transport you into empty graves. Trigger the platforms by learning which of Odie's dangling tongues start the mechanisms.



Dangling on Odie's tongue...



...triggers secret platforms.

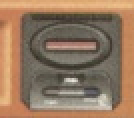
The Castle Slobula boss level sees a hapless Garfield menaced by a vampirised flying Odie. Remember that one thing vampires can't stand is sunlight – keep bashing away at Odie until he is forced to retreat into one of his three coffins. When he's inside, jump on the lid and open the blind above, letting the sunlight in. Go through the process three times with all three blinds and you'll be granted access to the next level.

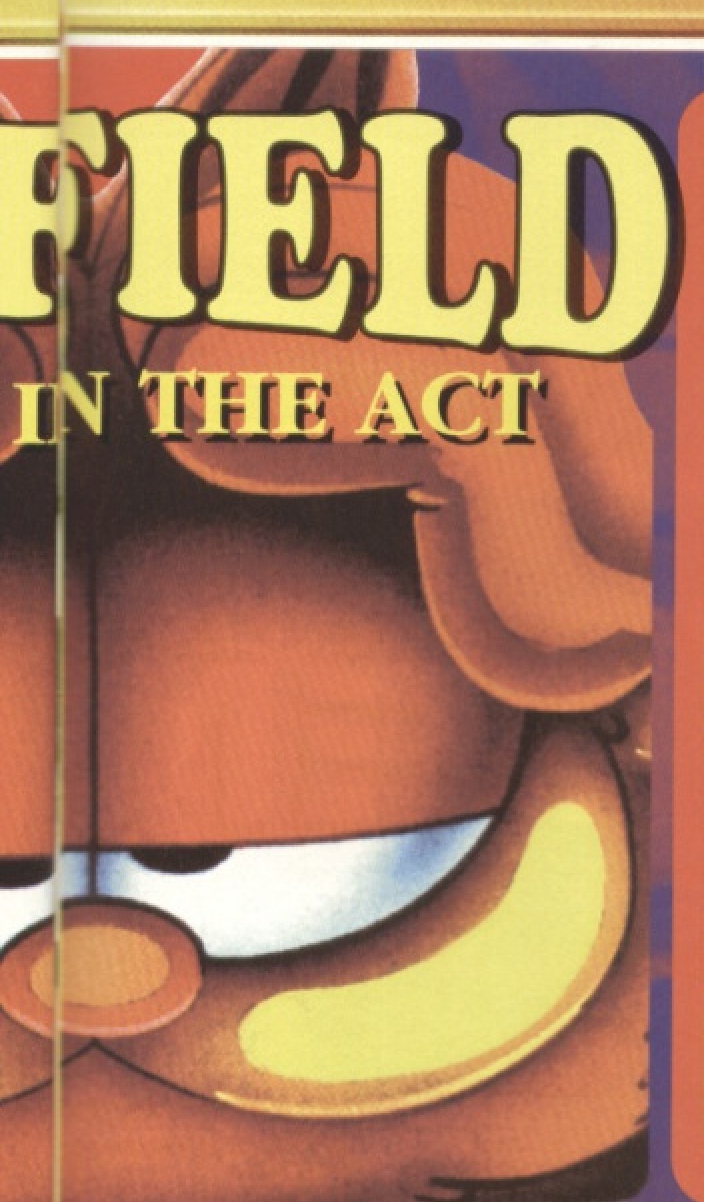






By this stage, you may well be wishing that it was Garfield you had to force into a coffin.





CAVE CAT

You become a sabre-toothed pussy in this prehistoric level. New adversaries here include small thunder clouds which hover above you, waiting to strike you with lightning bolts. The 'Captain Caveman' baddies can also knock you for six if they catch up with you. Defend yourself with a carefully aimed bone.



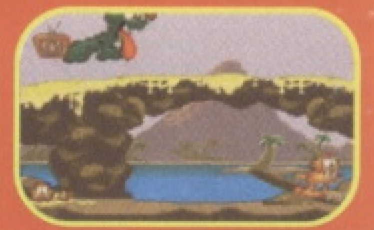






The Cave Cat boss level puts you at the mercy of a giant green Odiesaurus which is stamping up and down above you, trying to knock you out in the ensuing avalanche. Knobble him by pushing the falling boulders and catapulting them skywards.



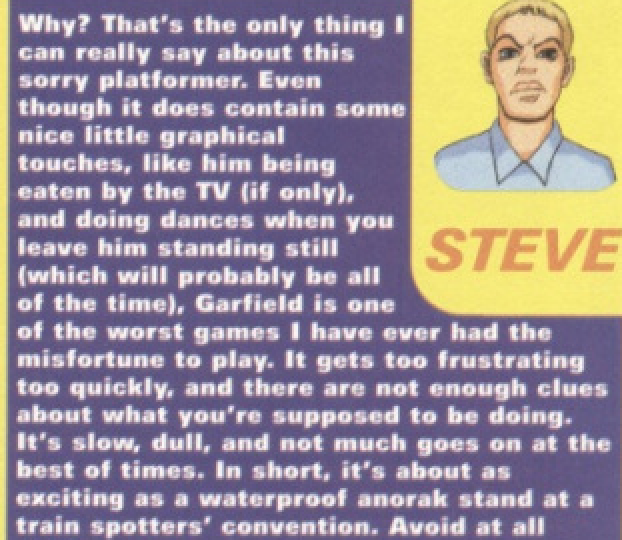


FURRY FORESTRY

The dank rainforest holds many dangers, not least of which are the frighteningly animated Venus Fly Traps. Once stunned, these beasties become bouncy enough to propel you up into the tree branches, where the killer skeletons are joined by mischievous monkeys out for your blood. Look out for the vicious yellow birds as well – their sharp beaks are lethal.







COMMENT

MARCUS

Garfield – hardly an animal dedicated to physical pursuits of any kind – was perhaps not the obvious choice to star in an energetic platformer. Still, at least he doesn't seem to have anything too geographically ambitious to tackle on each level. Indeed, the decidedly unimaginative design of much of this game would suggest more of a dash from one side of the screen to the other, rather than the meandering explorations I enjoy in games of this type. Despite this game's impressive size, it really is rather dated by current Megadrive standards, and the imposition of a curiously inappropriate license doesn't help.

COMMENT

STEVE

Why? That's the only thing I can really say about this sorry platformer. Even though it does contain some nice little graphical touches, like him being eaten by the TV (if only), and doing dances when you leave him standing still (which will probably be all of the time), Garfield is one of the worst games I have ever had the misfortune to play. It gets too frustrating too quickly, and there are not enough clues about what you're supposed to be doing. It's slow, dull, and not much goes on at the best of times. In short, it's about as exciting as a waterproof anorak stand at a train spotters' convention. Avoid at all costs.

GRAPHICS 69



▲Garfield himself is quite faithfully realised.
▼Much less effort was clearly spent on the bland backgrounds.

ANIMATION 67



▼Strenuous movement can cause flickering.

MUSIC 65

▲Jazzy tunes reminiscent of the Garfield television series.
▼Nothing even remotely memorable beyond the titles.

EFFECTS 60

▼Nothing outstanding here.

PLAYABILITY 69

▼Hampered by overly oblique puzzles, suspect crash detection and sluggish character control.

LASTABILITY 66

▼Ditto, with the unadventurous level structures providing little incentive to keep playing.

OVERALL

Unless you're desperate to see Garfield on your Megadrive, you'd be best advised to look elsewhere for your platform fun.





BY	IMAGINEER
RELEASE	OUT NOW
PRICE	IMPORT (£65)
GAME TYPE	SPORT

BREAK DOWN

1-2 PLAYERS



ORIGINALITY

OPTIONS

CONTROL
JOYPAD

GAME DIFFICULTY
VARIABLE

CONTINUES
NONE

SKILL LEVELS
1

RESPONSIVENESS
GOOD



CHALLENGE

ORIGIN

The second in the 'virtual' range of sports sims from the people who brought you Saturn Volleyball.

ACTION



STRATEGY

GAME AIM

Bash a ball over a net and wait for your opponent to bash it back etc. Tennis, really.

REFLEXES

BEAT THIS

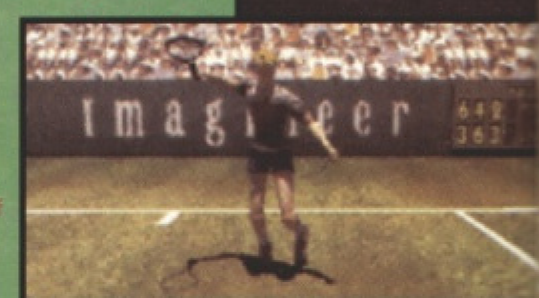
WIN STRAIGHT SETS.

VIRTUAL OPEN TENNIS

A steady volley of tennis titles regularly appear for the Megadrive, affirming the sport as one of the most popular console sims. As yet, however, we've yet to see the texture-topped, polygon-sculptured 32-bit treatment applied to the tennis experience.

Virtual Open Tennis is the Saturn's first grass court sim. Although Sega declined the chance to distribute the game in this country, it'll soon be making an appearance and is already knocking around on import. Singles or elaborate doubles combinations are on offer from a choice of 10 burly international players – none of whom ever throw any tantrums or flounce off the court after an argument with the umpire. Aside from this, Imagineer have recreated the tennis experience faithfully, from mechanical training procedures to championships and exhibition tournaments, with only a few freak-out twists thrown into the mix. Not content with swapping mundane old Wimbledon for a Palace of Versailles style setting, Imagineer have gone one further and set Virtual Open Tennis in space. Mother Earth hovers over the horizon as you scrape your knees around various courts with scant regard for personal safety or adjusted gravity atmospherics.

So, with your trusty Saturn as umpire, grab a cup of Barley Water and a natty headband. This is a whole new ball game.



TRAINING

Virtual Open Tennis offers three training modes, which you access away from the unforgiving gaze of the roaring crowd. You're given encouragement, or a slapped wrist, depending on how well you play. In one mode, however, you're rather confusing offered "What a pity" for accurately returning the ball!



Good performance is encouraged by increasingly gushing compliments.

Serve training simply sees you lob as many balls as you can over the net. This is an essential starting point in order to get the feel of the game's technique.



Half the fun here is in aiming your return shots to smash the thing to bits.

Smash training sees you up against a highly manoeuvrable little gadget which darts around the other end of the court, spitting balls at you.



A less sophisticated version of Tin Can Alley. Without the smart gun.

The Can Game training session hones your accuracy. You have to knock over the tin cans at the other side of the court using a variety of different shots.

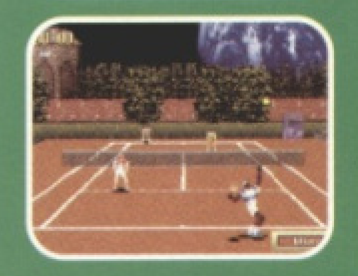


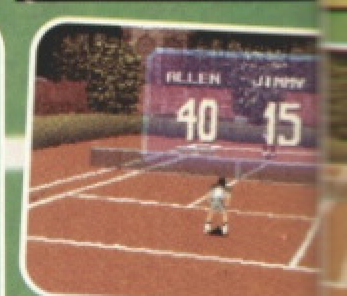
ANYONE FOR TENNIS?

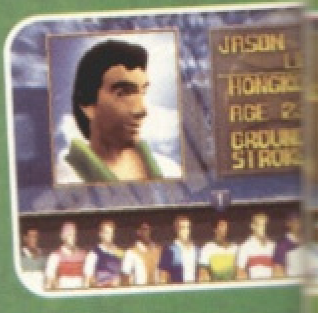
If you're up to the visual confusion, doubles matches are good fun. 1 or 2 player combinations can battle each other or the machine. Even if your tennis is crap, the ensuing bundles can be quite amusing.

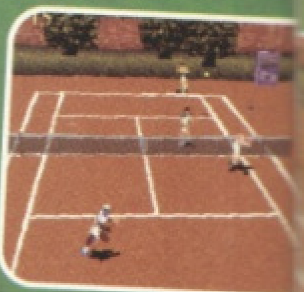


















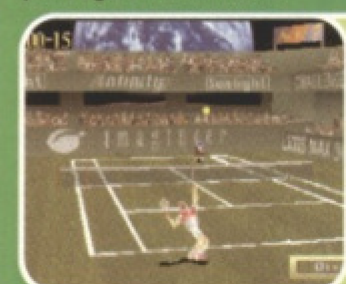
YOU CANNOT BE SERIOUS

Exhibition matches culminate with a handy table summarising your performance compared to your opponent's. Scanning the stats is a good way to observe whether you're getting into bad habits. Or just rubbish.



COURTING TROUBLE

You can choose three different types of court to display your prowess upon. Or get very publicly humiliated. While all play very responsively, the grass court graphics are the hardest on the eye, dissolving as they do into green porridge on occasions.



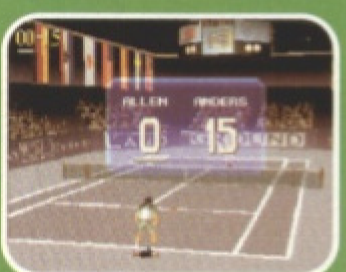
The Russian ladies' team line up for armpit examination.

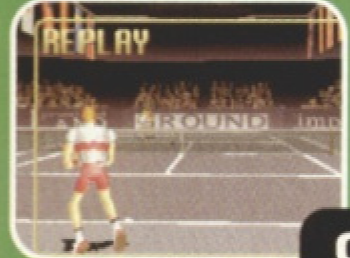


Flying leap, complete with UUGGR EAKKH! noise.

CHAMPIONSHIPS

For more longevity, go for championship mode and marvel at the improved decor as you go from the surface of the moon into the Birmingham NEC. Although the NEC looks prettier, the moon's got more atmosphere.





COMMENT



STEVE

This is one damn fine tennis game. Animation is quite impressive, with the players executing the vast array of shots available with quite realistic movements. And once the spins and lobs have been mastered you'll find that it becomes a lot more addictive with good rallies becoming ever more frequent. But the stadium and crowd backdrops are poor, with the crowd in particular looking like cardboard cut outs. The sound is also a bit dodgy, but if you concentrate on the gameplay you don't really notice it. Having said that, these are all minor gripes, and the biggest problem comes when you switch ends. Trying to play from the far end of the court is like catching a fly with chopsticks. You'll get aced almost every time at first, and that prevents this from scoring a higher mark.

COMMENT

MARCUS

Having endured the dismal Virtual Volleyball, the thought of another sports sim from Imagineer's 'Virtual' range filled me with nothing but dread. I needn't have worried. Virtual Open Tennis is a little ragged round the edges, but features some carefully constructed and well thought out gameplay. The whole affair has a truly 'interactive' feel that fools you into thinking you really are in control of your player. In reality, the game ensures it's not that difficult to miss an incoming ball and that dives and leaps are fairly automatic. What you're left with are the most exciting aspects of tennis (strategic ball play) without the boring technique. The only real downer is the difficulty is judging perspective and distance when you're playing at the far end of the court. We discovered that two player games are most likely to be won by whoever's playing at the near end. That aside, this does the job in some style.

GRAPHICS 75



▼Backgrounds can tend to appear wobbly and 'disconnected' at times. The grass court is especially uneasy on the eye.

ANIMATION 77



▲Fluid and varied – players diving for the ball are especially impressive.

MUSIC 62



▼Supermarket muzaak gives way to whining heavy metal. Dreadful.

EFFECTS 78

▲Racquet sounds, ball volleys and knee scrapes are all superb.

PLAYABILITY 81

▲Accessible on several different levels of expertise.
▼Largely dependent on which side of the court you're playing on.

LASTABILITY 86



▲The better you get, the more you want to play. An uncomplicated and compelling game.

OVERALL

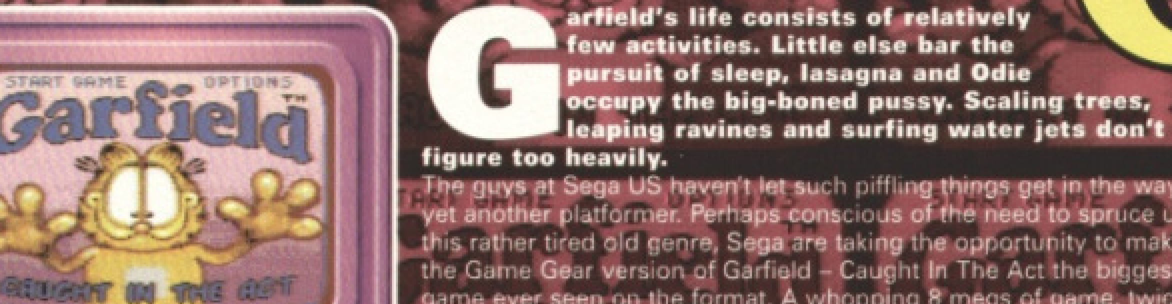
Playable in all the right places. An addictive, if flawed, sim.





GARF

CAUGHT IN



Garfield's life consists of relatively few activities. Little else bar the pursuit of sleep, lasagna and Odie occupy the big-boned pussy. Scaling trees, leaping ravines and surfing water jets don't figure too heavily.

The guys at Sega US haven't let such piffling things get in the way of yet another platformer. Perhaps conscious of the need to spruce up this rather tired old genre, Sega are taking the opportunity to make the Game Gear version of Garfield – Caught In The Act the biggest game ever seen on the format. A whopping 8 megs of game, twice as much as usual, are bursting the seams of the redesigned cartridge. So have Sega put this extra memory to good use? Well the plot is basically a rejigged and remixed version of many of the elements from the Megadrive version – Garfield and his canine 'chum' Odie are sucked into their television set by a mysterious force which pits them against each other in a variety of film genres still buzzing around the crackling valves and transmitters. Thereon in, it's the usual running, jumping and standing still platform fare. But can the addition of Garfield into the mix make a difference? And, more importantly, do the extra 4 megs of memory herald a new era in Game Gear gaming?

BY	SEGA
RELEASE	NOVEMBER
PRICE	£29.99
GAME TYPE	PLATFORM
PLAYERS	1
MEG	8

BREAK DOWN

ORIGINALITY · CHALLENGE · ACTION · STRATEGY · REFLEXES

OPTIONS

CONTROL
JOYPAD

GAME DIFFICULTY
AVERAGE

CONTINUES
PASSWORD

SKILL LEVELS
1

RESPONSIVENESS
OK

ORIGIN

The world's first 8 meg Game Gear cartridge, no less.

GAME AIM

Jump on platforms. Shoot stuff. Collect things. Jump on platforms. Shoot stuff. Collect things. Jump on platforms...

BEAT THIS

GET THE CAVE CAT BOSS STONED!

PAWS FOR THOUGHT

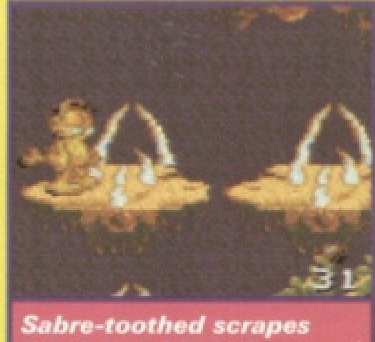
Although the scenario structures have been rethought for the Game Gear, nearly everything else is fundamentally unchanged from the Megadrive version. It's claws at dawn as Garfield battles Odie through caverns underneath a travelling circus, a 1930s' gangster movie, a dinosaur epic and a dank jungle.



Big top bungles and circus calamity.



Furry film noir fun in Thirties Chicago.



Sabre-toothed scrapes 3,000,000 BC (before cats).



Jungle japes in the deep dank rainforest.



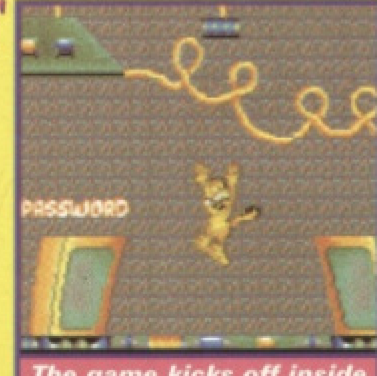
Don't let the old sod scoop your poop in the park.



Odie's got rabies. Put him out of his misery.

KATTOMEAT

Numerous rapscallions and ne'erdowells come between you and the television set components that hover invitingly at the end of each level. Some of these, like the coconut-slinging monkey and swooping vultures, are familiar from the Megadrive version. Others, like the hugely mutated Odie and your docile owner John you should instictively want to nobble anyway. To defend yourself, collect as many coconuts from trees as possible – your armoury is strictly limited.



The game kicks off inside Garfield's faulty TV set. Channel hop carefully.



Don't be fooled by the 'Uncle Bill Gates' charm.



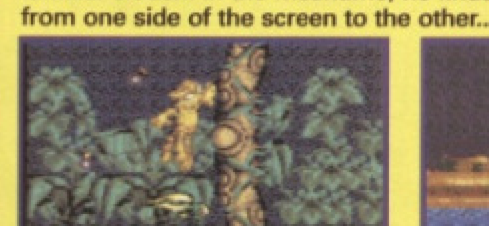


FIELD

IN THE ACT

GO GO GO CAT!

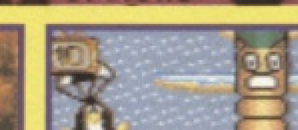
Although 8 put of 10 cats might prefer to stay asleep, and Garfield certainly numbers amongst them, this time round our little fat buddie seems to be auditioning for The Krypton Factor. Only when his energy points get very low does he start to pant and adopt the familiar slouch. In the meantime, he finds numerous ways to get from one side of the screen to the other...


Stunned Venus Fly Traps make handy trampolines for jumping onto high branches in the forest.


Force yourself to suppress your appetite and jump on the back of a handy fish for a stress-free river crossing.


These prehistoric elevators are handy for airborne journeys, but watch out for preying vultures – it's a long way down.


It's difficult to knock yourself out of the game by falling down canyons. These helpful butterflies are on hand to lift you to safety.


Snakes, ready to pounce in a 'coiled spring' kinda way.


Clockwork mice can give you a nasty prick.


The sudden appearance of Gus gave us quite a shock too.


Dive-bombing penguins try to knock you off your perch.

COMMENT

STEVE

Do you realise that this cart is the same size as Sonic 2 on the Megadrive? Useless stats out of the way, it's a shame it's not as good. I agree with Marcus that this is much better than the Megadrive version, but I do think that it's about time Sega made some more original games than the tired old platformers that keep getting churned up. The graphics are barfingly cute and the slobby Garfield, despite reminding me of certain couch potato relatives, isn't really the instant hit in a game that many may have hoped. Obviously, if you are a fan and feel like wasting several hundred quids worth of batteries on this, then hey, buy it by all means. Otherwise I recommend you save your money for some lasagne and train to become like our feline friend in the belly department.

COMMENT

MARCUS



The Game Gear version of Garfield scores significantly higher than its big brother on the Megadrive for a number of reasons. Relatively, it looks a lot more impressive, with the level of detail you'd expect from a cartridge with twice as much memory as anything previously seen on the format. Secondly, it's simply a more hospitable and engaging play, even taking into account the lower expectations of games on this system. At the end of the day though, Garfield remains a baffling choice of star for such an energetic platformer. And the game itself is of the type that is starting to look decidedly tired and unimaginative. Games like Arena (reviewed last month) prove that you can be a great deal more inventive, and pack in a lot more gameplay, using half the memory.

GRAPHICS — 84

▲Some of the most detailed scenarios ever seen on the system.
▼The characters themselves deserved more attention.

ANIMATION — 78

▲Garfield's lardy antics are effectively realised in wobble-vision.
▼Everyone else seems pretty basic.

MUSIC — 65

▼I had to turn it down. It would have driven me to kill.

EFFECTS — 60

▲You 'unpause' the game by activating Garfield's alarm clock.
▼It sounds like someone stamping on a Stylophone.

PLAYABILITY — 80

▲Straightforward platform fare. Fun – if you like that sort of thing.
▼It does all get a bit repetitive.

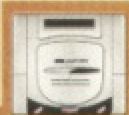
LASTABILITY — 79

▲This offers little over other competent platformers.
▼Don't expect it to accordingly last any longer.

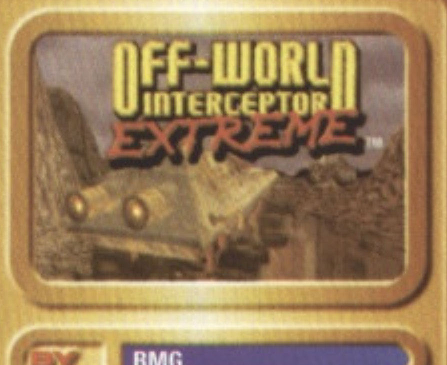
OVERALL

Impressive graphics – unoriginal game. Looks better than it plays, in other words.


81



OFF-WORLD INTERCEPTOR EXTREME



BY: BMG

RELEASE: NOVEMBER

PRICE: £44.99

GAME TYPE: SHOOT 'EM UP

BREAK DOWN

1-2 PLAYERS



ORIGINALITY

OPTIONS

CONTROL
JOYPAD

GAME DIFFICULTY
MEDIUM

CONTINUES
PASSWORD

SKILL LEVELS
1

RESPONSIVENESS
OKAY

CHALLENGE



ORIGIN

Crystal Dynamics recreate their stellar off-road shoot 'em up for the Saturn.

ACTION



STRATEGY

GAME AIM

Cross five planet terrains, destroying the renegade vehicles and picking up-a-plenty.



REFLEXES

BEAT THIS

7TH (TRACK 1, NORMAL SETTING)

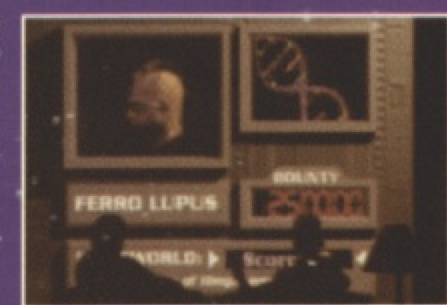
They say the early bird gets the worm, and Crystal Dynamics obviously apply this proverb to video game development. The large American firm of coders were first off the blocks with games for the 3DO machine, and now appear early on the Saturn third-party scene with tweaked versions of their established titles.

They would argue that they have the benefit of previous CD console development, making them a 'third-generation 32-bit developer'. Off World Interceptor (don't forget the extreme) is a very 32-bit title. It positively hums with textured scaling backdrops and complex sprite manipulation. It's about as frenetic as moon buggy games can get, and it has a cheesy plot centering on space criminals in heavily-armoured vehicles (from which the game itself extracts the mickey). But does it, as Claire might say, 'gel'?



PERPETUAL MOTION

Each planetary mission or 'chase' is a linear course, with a fixed finishing point. You have to stay on the go almost constantly to make the strict time limits, as the other hunter craft and terrain slow you significantly. Despite this, more skilful players will keep an eye on the radar to pick the best possible route for bonuses.



Beavis and Butthead check their scores. "This sucks!"

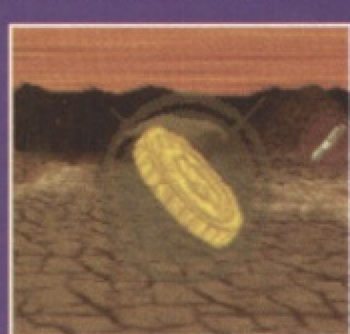






TROLLEY DASH

Few games offer such rich bounty as Off World. Each course is filled with glowing pick-ups that supplement your cash, weapons, defence and special items. These frequently lie thickly or in long chains. The planet's defences will, of course, try to delay and destroy you.





Extra missiles – handy high-powered weaponry.



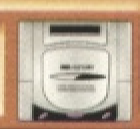
These canisters provide nitro boosts.



This powers up your...oh go on, guess.



Grab a spanner to repair your buggy.



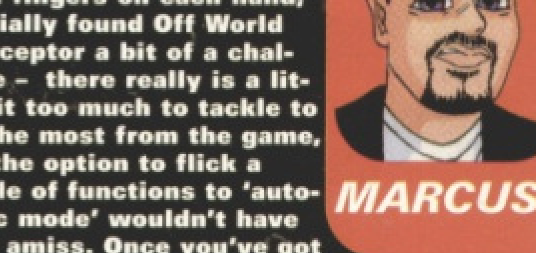
WORLD INTERCEPTOR EXTREME

WHAT THE HECKLER

Off World Interceptor (Extreme) offers a choice between three game modes. Arcade is a points game, with freedom to select the terrain of your choice from various planets. Battle is a split-screen mode for dual play, and the Story game is fronted by a cheesy sci-fi movie. Added to this are two 'gamers' in silhouette, taking the p*ss out of the bad acting and excruciating dialogue.



Time to get tooled up as the competing players select their weaponry and missiles.



COMMENT

MARCUS

Not being blessed with eight fingers on each hand, I initially found Off World Interceptor a bit of a challenge – there really is a little bit too much to tackle to get the most from the game, and the option to flick a couple of functions to 'automatic mode' wouldn't have gone amiss. Once you've got to grips with this there is some fun to be had, however. Developing different tactics to out-manoeuvre your opponent provides one of the game's most appealing features. The most enduring aspect of the whole thing, however, is the truly bizarre B-movie intro sequence, seemingly populatated by a wooden bunch of LA soap opera rejects.

COMMENT



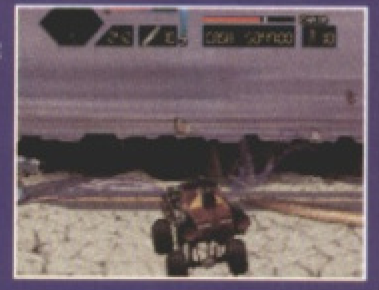
GUS

Initially Off World comes across as over-eager nonsense. There is so much going on, the gameplay seems chaotic and uncontrollable. But once the rollicking scrolling and complicated controls are fathomed, there is some fun to be had. Chasing points is not as much fun as tackling the story mode and chasing specific bosses, but either way the process of customising vehicles and weapons gives the game some sort of focus. Graphically and sonically it is bold, even if the terrains tend to bore after a while. Part shooter, part driving game, it excels in neither respect, but Off World is fun all the same.

DIGITALIS

Incredibly, every available button has a function, making Off World one of the heaviest duty games on the old fingers. Finding a comfortable playing position to cover the most important buttons is a trial, even with the five function layouts. These cover:

A:MISSILES
B:ACCELERATOR
C:MINES
X:NITRO BOOST
Y:AIR STRIKE (SMART BOMB)
Z:TOGGLE VIEW
L:JUMP
R:FIRE LASERS



GRAPHICS 86

▲Excellent sprites and vibrant effects.
▼The backgrounds are rather barren and repetitive.

ANIMATION 75

▲Extremely fast scrolling.
▼The amount of movement is confusing to a degree.

MUSIC 88

▲Great music for almost all of the planets. Adds an edge to the game.

EFFECTS 81

▲Exceptionally clear speech and effects of a high standard.

PLAYABILITY 76

▲Boisterous action with loads going on.
▼Complex controls: simplistic action.

LASTABILITY 70

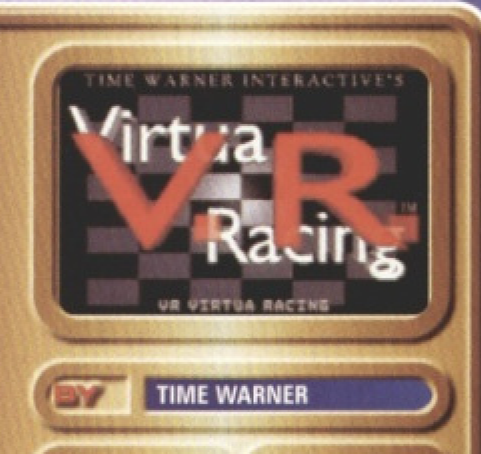
▲The confusion gives way to a fair level of interest.
▼The gameplay stays much the same, the locations alone change.

OVERALL

A bizzare animal of a game. Plenty of sound and fury, but only limited appeal.



V.R. Virtua Racing



BY TIME WARNER

RELEASE OUT NOW

PRICE £44.99

GAME TYPE RACING

BREAK DOWN

1-2 PLAYERS



ORIGINALITY

OPTIONS

CONTROL
JOYPAD

GAME DIFFICULTY
MEDIUM

CONTINUES
RAM SAVE

SKILL LEVELS
4

RESPONSIVENESS
NEAT

CHALLENGE

ORIGIN

Time Warner extravagantly broaden the ideals behind the classic Sega coin-op.



ACTION



STRATEGY

GAME AIM

Drive five different cars across ten tracks — ultimately a Grand Prix challenge.

REFLEXES

BEAT THIS

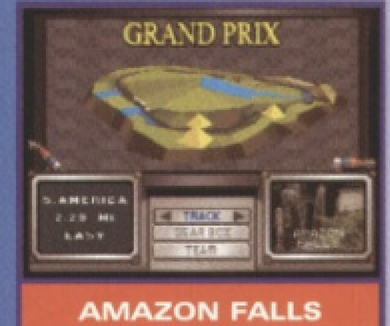
UPGRADE TO COUPE

So it arrives. Few Saturn projects have aroused as much curiosity and doubt as Time Warner's handling of Virtua Racing. It seemed a strange license for Sega to pass off, considering the affection the coin-op commands. But with their own heavy driving game schedule, there now seems more sense to it.

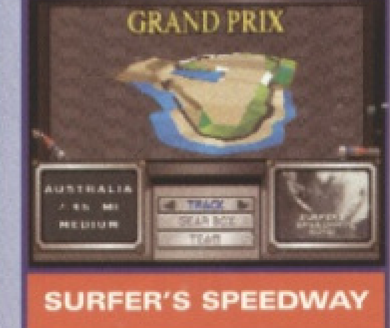
What Time Warner (apparently with some Sega development assistance) have done is expand greatly on the three-track original. There are three times as many tracks, and five different cars, as well as a dual-player and massive grand prix option that encompasses just about all these features in a save-as-you-go epic racing struggle. The replay option is also something special. The five-minute cockpit thrill has changed almost beyond recognition.

DECATHLON

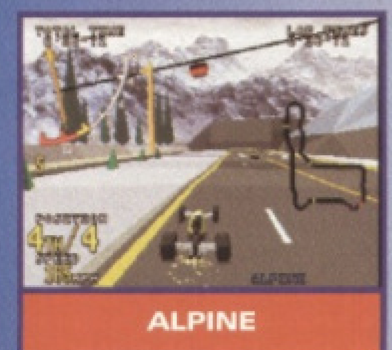
Virtua Racing now boasts a rather staggering ten tracks. Properly, the arcade option is limited to Big Forest, Bay Bridge and Acropolis — which are identical to Sega's own Virtua Racing interpretations. The Grand Prix and practice mode allows access to seven more (there are two surfer's speedway tracks):



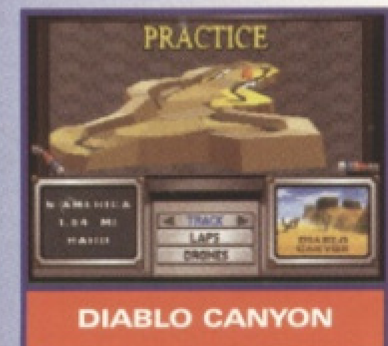
AMAZON FALLS



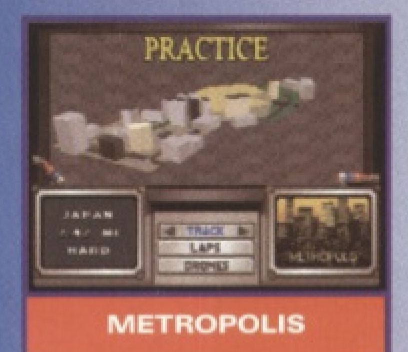
SURFER'S SPEEDWAY



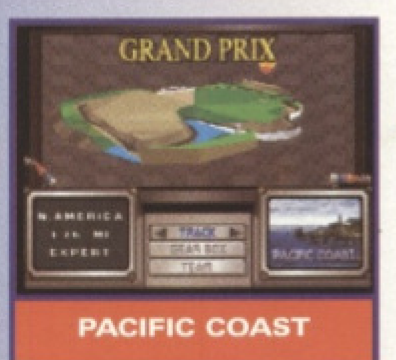
ALPINE



DIABLO CANYON



METROPOLIS



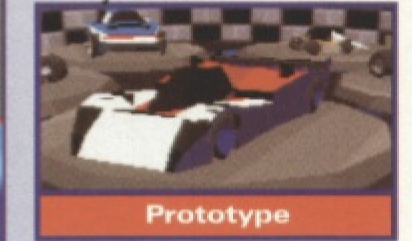
PACIFIC COAST

SUPER SEASON

The Grand Prix mode sees you begin in the lowly (but damned fun) Go-kart class, racing against 16 opponents. Soon you are offered the option to upgrade to the Coupe, Formula and prototype classes, making the game harder. Or you may elect to stay in your class and complete a championship season.



Go-Kart



Prototype



Formula 1



Coupe







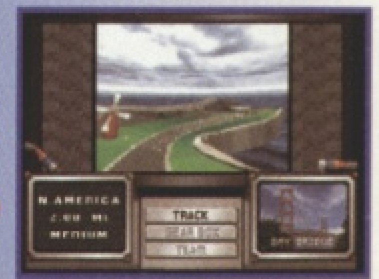


RECORD BREAKER



VR's replay option is pretty memorable. You can view your entire ten-lap race from any of the virtual viewpoints, and an overhead view, rotating external view of the car and an amazing 'TV' cam view. Also, you can choose to follow any car on the track, not just your own!

I'LL GET DRIVE-THRU



One of the many presentational fripperies is the course viewing option that accompanies each track. This consists of a rendered spin across the layout, with some American bird with a cheesy accent laying on the 'commentary'. Another frippery is the winner's animations.



COMMENT

MARCUS

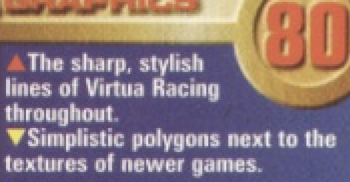
Curious beast, Virtua Racing. On one hand it's probably the most sophisticated Saturn racer around – the 'preview' guided tours of the various tracks are accompanied by a sultry narration which seems a long way from Sega Rally's over-excited burbles. On the other hand, Virtua Racing is initially quite off-putting, simply because it loks so primitive. Prepare yourself for a trip through Legoland – true to the arcade version this may be, but what are people who've never played the arcade version going to think? On the plus side, there's a lot of game here and your car itself handles like a dream. Nevertheless, I'm saving my pennies for Rally.

COMMENT



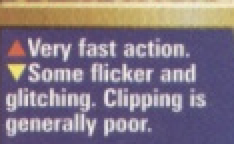
GUS

VR's main handicap is the stunning competition lining up against it — Daytona and Sega Rally are awesome developments. But Time Warner have been wise to create a true console game, not just a mere arcade conversion. There is incredible depth to Virtua Racing that more than makes up for its slightly tatty appearance. Most of the new courses are just as playable as the originals — I would say Metropolis and Diablo's Canyon are better, and playing through the Grand Prix option offers excellent long-term playability. The two-player mode also works extremely well. The handling and response is quite different to the original – it's actually easier to steer. This may annoy some purists, but in my opinion it makes it bloody fast and bloody good fun. The benefit of the simple visuals is excellent speed and update. Try out VR yourself. If you like the feel of a single race, there's one hell of a game there for you.



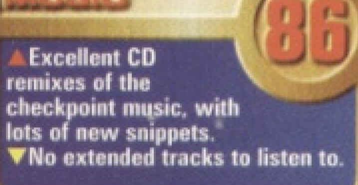
GRAPHICS 80

▲The sharp, stylish lines of Virtua Racing throughout.
▼Simplistic polygons next to the textures of newer games.



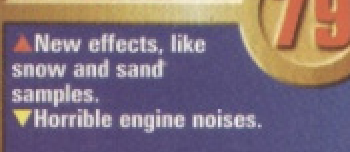
ANIMATION 77

▲Very fast action.
▼Some flicker and glitching. Clipping is generally poor.



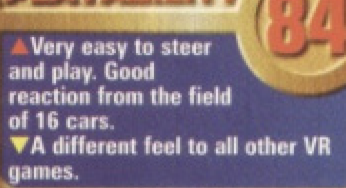
MUSIC 86

▲Excellent CD remixes of the checkpoint music, with lots of new snippets.
▼No extended tracks to listen to.



EFFECTS 79

▲New effects, like snow and sand samples.
▼Horrible engine noises.



PLAYABILITY 84

▲Very easy to steer and play. Good reaction from the field of 16 cars.
▼A different feel to all other VR games.

LASTABILITY 89

▲Brilliant on the longevity stakes, with more courses and options than any other Saturn racer.

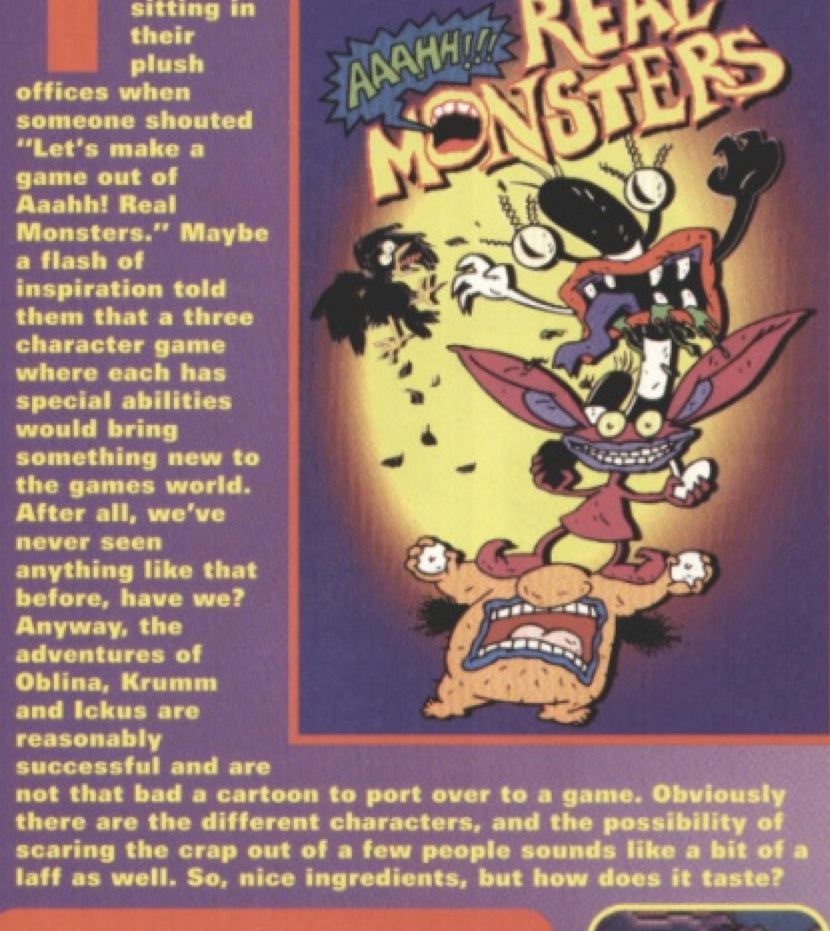
OVERALL

The spirit of the arcade classic strengthened with the depth demanded of a console game. A good mix.



86

There were Viacom, sitting in their plush offices when someone shouted "Let's make a game out of Aaahh! Real Monsters." Maybe a flash of inspiration told them that a three character game where each has special abilities would bring something new to the games world. After all, we've never seen anything like that before, have we? Anyway, the adventures of Oblina, Krumm and Ickus are reasonably successful and are not that bad a cartoon to port over to a game. Obviously there are the different characters, and the possibility of scaring the crap out of a few people sounds like a bit of a laff as well. So, nice ingredients, but how does it taste?

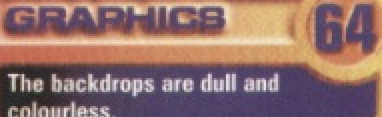
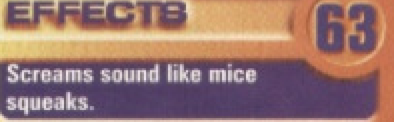
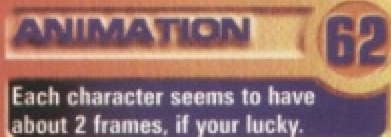


RELEASE: ....NOVEMBER
PLAYERS:.......................1
BY: ....VIACOM NEW MEDIA

MEG:...............................16
PRICE:.......................£59.99
GAME TYPE:.....PLATFORM



Category	Score	Comment
GRAPHICS	64	The backdrops are dull and colourless.
EFFECTS	63	Screams sound like mice squeaks.
ANIMATION	62	Each character seems to have about 2 frames, if your lucky.
PLAYABILITY	58	It all gets frustrating far too easily
MUSIC	70	Eerie tunes are quite effective, and not too repetitive.
LASTABILITY	59	You'll get more life from an ice cube in an oven.


OVERALL 61

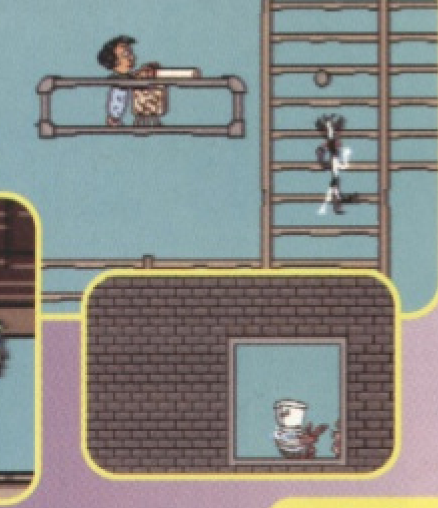
Aaaaaaarrrrrrgggggghhhhhhh!!!



PANT-SOILING TIME

Each of the characters has a special clear-everything-on-screen move in which they suddenly decide to pull one of their most scary faces so everything nearby promptly cacks itself and does a runner! You only have a few of these moves, but more can be collected by grabbing the books marked 'M'. Quite what M stands for is beyond us. Lucy suggested minging, whatever that means this side of the Watford Gap.

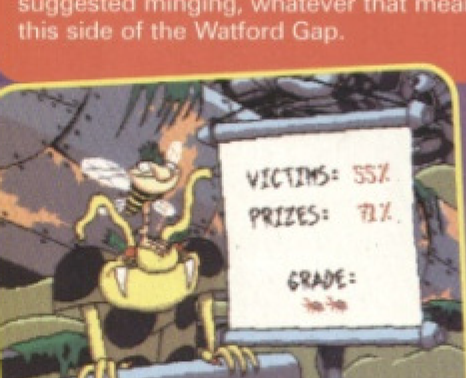








Real Monsters auditions at the Viacom offices. "Don't call us, darling..."



Just doesn't make the grade, lads. Detention for a week.



Digging an escape tunnel into a better game proves fruitless.

COMMENT

MARCUS

The product of what fevered minds was this, I wonder? Aaarrh Real Monsters is so bizarre that at times it's difficult not to like it. Any game where you flush yourself around various toilets to the accompaniment of a Carry On-style soundtrack can't be all bad, but sadly this very nearly is. The control procedures become tedious and neither the graphics or gameplay come close to matching the imaginative ideas behind this title. And although this is a fairly amusing game, the most ridiculous thing about it remains its price.

COMMENT

STEVE

Aaahh! Why me? Sorry, but this is my only reaction to reviewing a game like this. The potential for a good game is there, but sadly everything has all fallen into the depths of Real Monster world. The graphics are bland to say the least, and could have been so much more colourful. The characters, although funny at first with their scare 'em things and link up moves, soon become frustrating when you have to have them all on one tiny platform to perform a link up. And why aren't there any really blood curdling screams? Aaahh! Take it away!



Visions





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Than me.

COMPUTER AND VIDEO GAMES

ISSUE 169 OUT NOW

STREET FIGHTER ALPHA

THE ADVENTURES OF BATMAN & ROBIN

RELEASE: ....DECEMBER
PLAYERS:........................1
BY: ....SEGA

MEG:..............................CD
PRICE:.......................... TBA
GAME TYPE:...... DRIVING

GRAPHICS


Occasionally surprising, but usually just repetitive.

EFFECTS


Okay spot-effects though.

ANIMATION


The giant spitting Riddler head is fun.

PLAYABILITY


Repetitive scenarios and responses make this difficult to like.

MUSIC


By someone called Poindexter Wigginbottam. Seriously.

LASTABILITY 40

Narrow gameplay, limited lasting appeal.

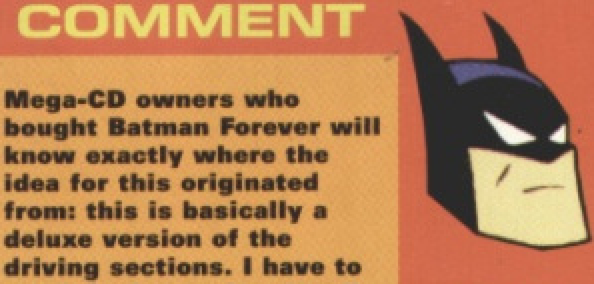
OVERALL 54

You'd be asking very little of your driving games to enjoy this.

While the adventures of the Dark Knight have been getting progressively outlandish on the big screen, Warner Brothers have restyled the dynamic duo for some of the most stylish cartoon adventures of recent years.
Perhaps the most surprising thing about our square-jawed heroes' Mega CD debut is that they barely feature in the gameplay at all. They're only seen in sequences lifted from the cartoon series that intersperse various levels of driving and flying action. These sequences stitch together a threadbare vest of a plot which sees the caped crusader in combat with the usual bunch of criminally-minded loonies.
The Batmobile's weaponry, and your driving skills, are your only defence as you drive through such dangerous territories as deadly mine shafts, virtually reality highways and, of course, the streets of Gotham City...

Episode 1: The batmobile in horrific pumpkin-avoidance mode

COMMENT



Mega-CD owners who bought Batman Forever will know exactly where the idea for this originated from: this is basically a deluxe version of the driving sections. I have to say it looks aged and well poor. Not to mention dull in the gameplay department. With the amount of lives on offer you can rollock through most of the levels in not too many sittings. Poor.

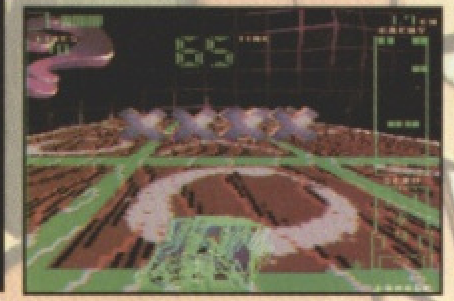
GUS

COMMENT

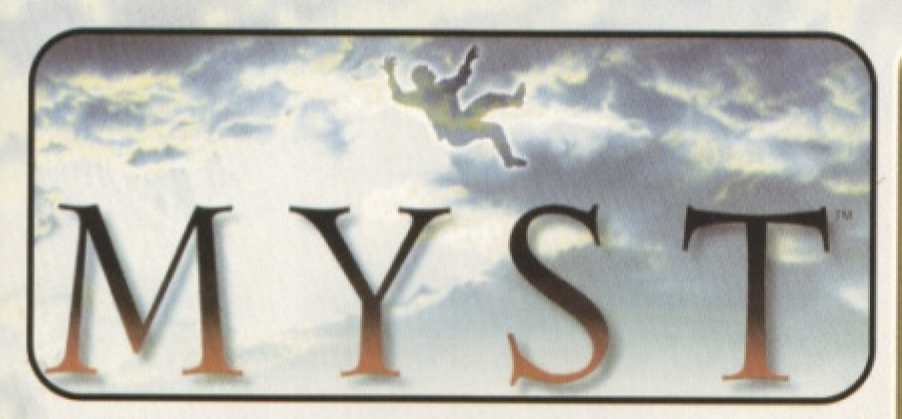
Gus made the point that this actually looks quite impressive when viewed from the other side of the room. Unfortunately, as he also pointed out, people don't play games from a similar position. It's difficult to know where to start listing this game's faults – the fact that the gameplay hardly varies across the occasionally entertaining selection of backdrops is probably the biggest crime, although the absence of our heroes outside non-interactive clips is another. Next time Batman offers to take you out for a Sunday afternoon spin, tell him you're washing your hair.

MARCUS

Episode 2: The virtual batmobile in horrific Noughts and Crosses avoidance mode.





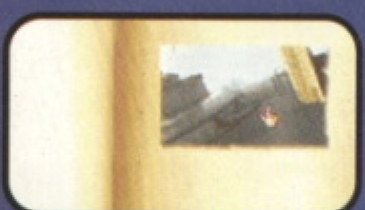


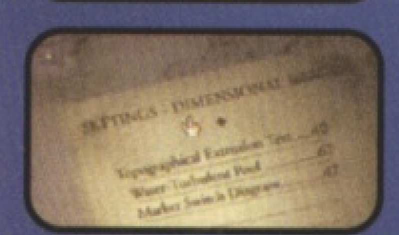
There can be no greater sorrow than witnessing the deceit of your own children. Not only do you provide them with all the necessities of life, but you create worlds for their amusement, give them power and responsibility, even show them The Gift. You leave them to care for the other people in your magical lands, secure in the knowledge they will act by your kind example.

But in your absence there is senseless vandalism and destruction. You imprison them, but become entrapped yourself. Now a stranger stumbles across your worlds and your son. Both claim their innocence. But which tells the truth?

WORD WISDOM

From the island of Myst you discover the other worlds, reached by the linking books. These are well hidden behind a series of inter-linking puzzles. The essence of this puzzle game is to uncover the puzzles themselves, then solve them.





BE GUIDED

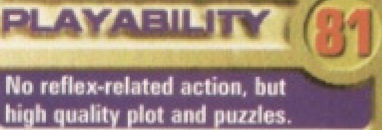
Turn to the tips section for the first part of our Saturn guide to Myst. You'll find the tips just as useful, and it will give you a better idea of the game.

RELEASE: ....OUT NOW	MEG:.......................MEGA CD
PLAYERS:........................1	PRICE:..........................TBA
BY: ....SUNSOFT	GAME TYPE:...ADVENTURE











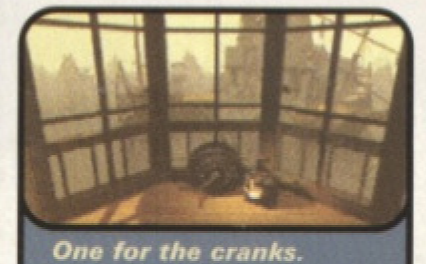




Category	Score	Comment
GRAPHICS	66	The screen resolution is low, and colours limited.
EFFECTS	87	Excellent, and actually involved in the gameplay.
ANIMATION	40	Very little, and no real scrolling.
PLAYABILITY	81	No reflex-related action, but high quality plot and puzzles.
MUSIC	88	Great incidental tracks create the atmosphere.
LASTABILITY	77	It may take longer to complete this version as things are so unclear!

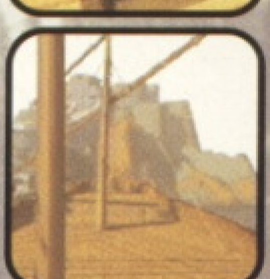
OVERALL 79

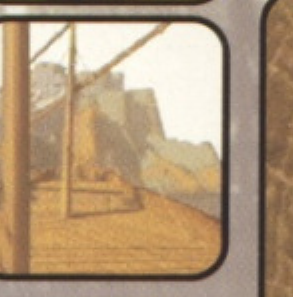
A good game for any machine, but tempered by the less than inspiring visuals.


One for the cranks.




The fortress in its gyrational glory.





VIDEO BOOK

Myst is a series of rendered scenes which form a map. Sometimes you will find moving scenes; video effects cut into the static graphics. Although the game is free of other characters, there are things to learn and communicate.



COMMENT

GUS

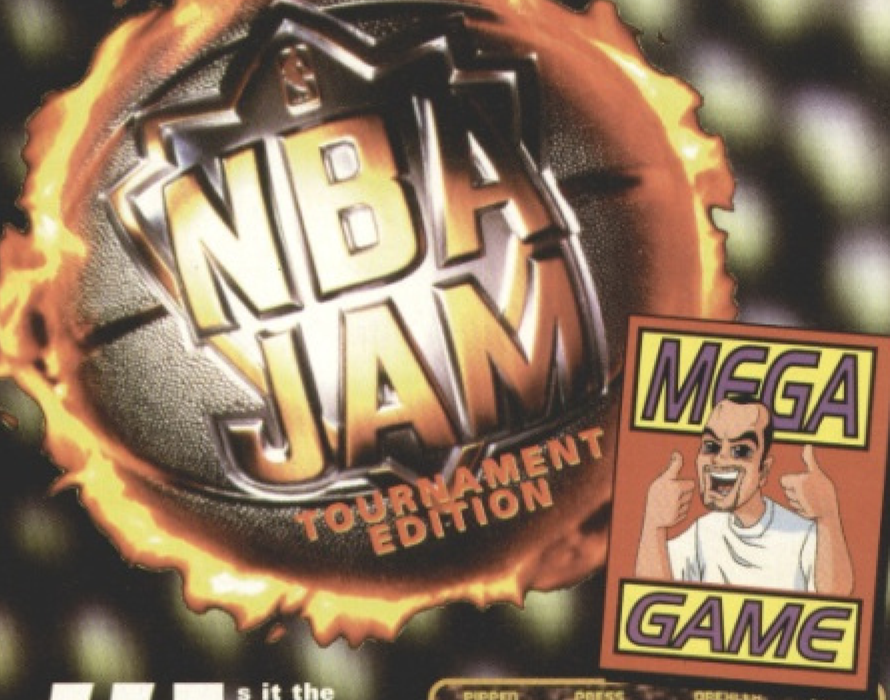
I have a great affection for Myst, which means I recommend it to the average game-starved Mega-CD owner. But the conversion from PC/Saturn has suffered in the graphics department. The beautiful renders that really pulled you into the world of Myst are now fuzzy, washed-out shadows of their former selves. However, the puzzles are just as involving, and the game as rewarding.

COMMENT



MARCUS

My ideas on Myst voiced before are the same here. I still think it's a dated game, but this has less weight in my opinion because this isn't the Saturn we're talking about. The graphics are nowhere near as attractive, and as such, the main part of the game's appeal is lost.



RELEASE............DECEMBER	FORMAT............SATURN CD
PLAYERS......................1-4	PRICE....................... £49.99
BY............................DOMARK	GAME TYPE.........SPORTS

GRAPHICS 92
Fantastic player faces, scaling and court backdrop.

EFFECTS 93
Speech and floor squeaks are awesome.

ANIMATION 93
Players could be better, but are still good.

PLAYABILITY 90
Easy to get into, hard to put down.

MUSIC 86
Not really any groundbreaking tunes.

LASTABILITY 86
Lots of matches, and secrets too.

OVERALL 90
The pick of NBA games. A worthy addition to your collection.



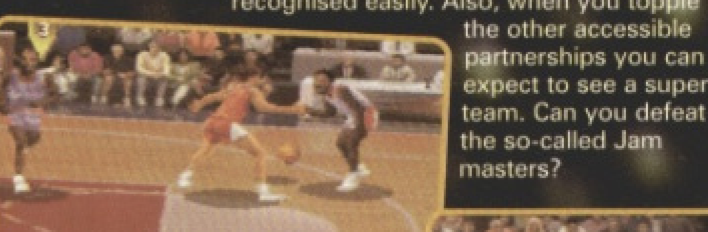
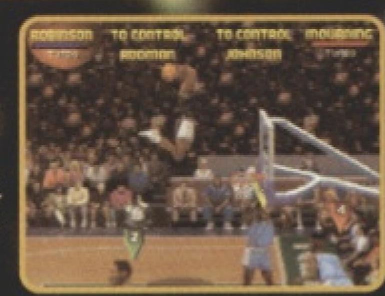
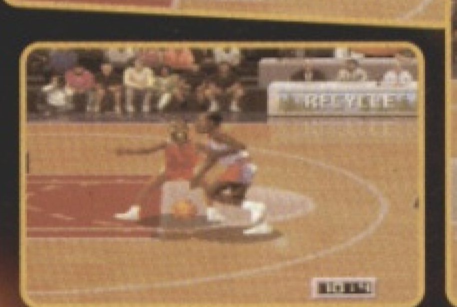



"Is it the Shoes?" shouts the commentator after a particularly nasty jam. Well it's either that or the fact that the basketballers are 7-foot tall, with arms that dangle down to their ankles and huge hands. And you know what they say about people with big hands: they wear big gloves. But the familiar commentator sounds can only mean one thing – NBA Jam is back, and this time the Saturn gets its helping.

This version, the Tournament Edition, features double the amount of features from the original, as well as the usual quota of secret players, extravagant dunks and hidden power-ups. The actual gameplay is a lot slicker, and the players move alarmingly faster than in any other versions. All the scaling is here too, so that when the players run nearer to the line they expand or shrink, depending on which way you go. The faces on the players have all been added, enabling real NBA stars to be recognised easily. Also, when you topple the other accessible partnerships you can expect to see a super team. Can you defeat the so-called Jam masters?

FMV IS BACK!

In a bid to spruce up the presentation, the programmers have ported over some classic moments from the most recent NBA seasons. Full Motion Video is usually reserved for unbelievably bad Mega CD games, but on this occasion it actually works well, breaking up the gameplay and stat screens in an effective way.


COMMENT

GUS

I agree with Steve that this is a good game, but I am not so sure that it is a sure fire hit. The game has been around for a while now, and with the far more inventive games like Sega Rally and Virtua Fighter 2 due to arrive around the same time, I can see more people going for those rather than this. It's still one of the better conversions though, and if you missed out on the Megadrive outing, this comes highly recommended.

COMMENT



STEVE

The original NBA game on the Megadrive was one of the most eagerly awaited arcade conversions in recent times, and a deserved hit. Sequels and conversions come and go on most formats, but in my humble opinion, this is one of the best you're likely to get. The game is fast and annoyingly addictive. Secrets and hidden people can only enhance the already winning formula. If I had to have a gripe, it would be that the Saturn control pad was a bit awkward for this, but given time even that's forgotten.

ISSUE 2 IS ALMOST HERE

MAXIMUM





Or, Why Do They Do This? The page no one really wants to read. So, Eamonn, why do we produce a regular Out Now section? Well, it's quick and easy to write, takes hardly any time to design, and most importantly, let's you the reader so what pile of old cobblers Sega is shoving out before Virtua Fighter 2, Sega Rally and Virtua Cop. Only joking there, it's really to show you what pile of old cobblers Sega AND their third party pals are churning out. Chocks away...



NHL HOCKEY
£50
SPORTS
1-12 PLAYERS

Somewhat confusingly, there should be two NHL games out for the Saturn within the next few months, but Sega have stolen a march with their game on EA's NHL '96. The first American contender to the Sega Sports label makes a considerably better showing than Victory Goal, which suffered from a lack of knowledge and instinct of football. The programming of NHL, on the other hand, displays a remarkable grasp of the atmosphere of the game and the psyche of the average fan, by adopting the style of a TV Sports show, complete with famous (in the US at least) presenters, and broadcast-quality presentation.

The stadium is presented from one of several virtual angles, that make the most of the surroundings, with high-banked seats and a convincing glass protective shield. The ice looks superb too, with super scaling and detailed markings. Although the player sprites look flat and blocky by comparison, the graphical effect, on the whole is superb.

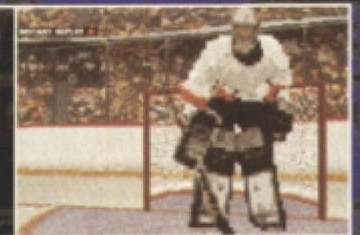
Sound is even better, with fantastic effects, responsive crowds and the echoing voice of the announcers mixed with a limited commentary. There's even a warning against smoking in the stadium! Gameplay-wise, things are a little less clear-cut. It takes a while to get used to the controls, which are less instinctive than 16bit hockey games, and the high inertia on the players makes the game slightly slower and less arcade than you might wish. You'll have to invest a large amount of time before feeling satisfied with each game.

Nevertheless, the stupendous multi-player mode and host of other options — including a role-play mode and half-time dissections from your coach, make this a package suited to hockey fans and sports game officianadoes.





It's the sport with the sexiest gear. Phwoooar!

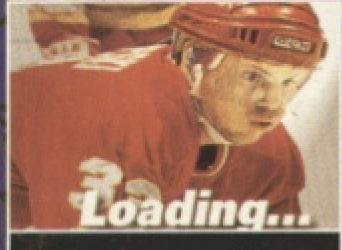






OVERALL 81

Not immediately gripping in the gameplay department, but a well-constructed sports simulation.



Always wear a helmet and bib before having a Pot Noodle.

MANSION OF HIDDEN SOULS
SEGA
£39.99
BEAT 'EM UP
1 PLAYER



Myst aside, the Saturn hasn't yet attracted the in-depth adventures that appeal to a wide audience of older owners. In Japan, there has been no end of detective and mystery games: Rampo, Chinese Detective, Dracula Detective and Yumemi Mansion. These are usually unsuitable import buys because of the Japanese text.
It's also that which prevents many of them being converted, but Sega have created Mansion of Hidden Souls out of Yumemi Mansion. In many ways it's a sequel to the Mega-CD game, Mansion of Hidden Souls, but with more locations, naturally more puzzles and better graphics.
Many of the locations are taken from the original game, but they look one hell of a lot better. Even so, this year-old game is not at the cutting edge of Saturn technology and in our opinion is starting to look a bit dated.
Gameplay, for the uninitiated, involves wandering around the 3-D locations (within certain confines), examining objects and using them. The interface is extremely simple and there is no arcade element of any kind.
One final deterrent is the lack of lasting interest. It shouldn't take an intelligent individual (and Saturn owners generally are) more than a couple of days to polish it off, which makes it an expensive little adventure.

OUT NOW



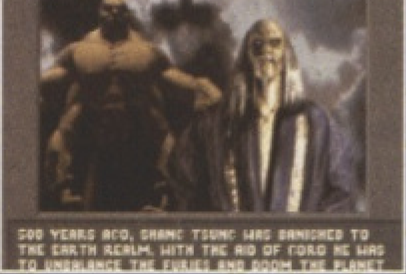
Admirable technical precision, but the gameplay would be best suited for real

MK2
ACCLAIM
£44.99
BEAT 'EM UP
1-2 PLAYER

Aha! Acclaim pull this one out of the bag with little advance publicity, just when everyone thought they'd be smarting at losing out on the Saturn version to GT. Why not get in there first with a perfect version of last year's monster hit?
Why indeed not? For one thing, MK2 is not doggerel in the same vein as Streetfighter: The Movie. Plus, the side-scrolling beat 'em up has not really been exploited to our full satisfaction on the Saturn so far.
For these reasons, and the attraction of MK2 itself, this should satisfy coin-op fans. But there are two main problems. First, perversely, is the quality of the previous Megadrive game. You are only going to appreciate a fine-tuning of the classic, rather than be amazed by the graphics and sound.
The second is the host of other great Saturn software that demands attention between now and Christmas. Do you really want to put such a substantial sum aside for a game you may already have? Only you can decide, but the conversion is good nonetheless.







OVERALL 88

The definitive and final nod towards MK2. Will just about fill the five month game until MK3.

CYBER SPEEDWAY
SEGA
£44.99
DRIVING
1-2 PLAYER

With Sega Rally and Daytona USA, even Virtua Racing cutting enviable aerodynamic shapes at the Saturn Motor Show this christmas, Cyber Speedway deserves an orange badge. Reviewed many moons ago as the Japanese Grand Chaser game, it adopts all the futuristic panache of a Fiat Strada, including the horrible door handles. Set on six bland planets, you race a field of hovercraft across a dozen different courses, aiming to come ahead of the competition.
So far, so yawn. As nothing comes out of Cyber Speedway particularly badly — sound and graphics are adequate, if bland, the main problem is a complete lack of excitement. Your racers are equipped with weapons, but not many different types of weapon and none possessing the sort of explosive effect you hanker after. If it was possible to send your opponents spinning off into the cosmos, Cyber Speedway might have attracted more attention.
The feel of the game is also suspect, with it being all too easy to crash, continue, crash continue — little reward for learning the courses and fine-tuning skills. You never feel close to driving anything, just playing a simple computer game. We thought little enough of Grand Chaser when there was no opposition, but it fairs even worse now.







OVERALL



An irrelevent, frustrating racer which suffers horribly at the hands of the likes of Hi-Octane.

MEAN YOB

Attention imbeciles! You've really descended to the depths of bum-licking now. So, start sending your puny little love letters/pleas for passion to me instead of Claire. It's not funny or romantic in any way, and despite making Claire go red with embarrassment and Lucy green with envy, all it succeeds in doing is giving the rest of the office a good laugh at you prats. Those concerned couldn't find an eligible female in a lonely hearts column for the deaf and blind. If you have any real letters that don't have Brut splashed all over them or S.W.A.L.K. written on the back then send them in to THIS IS NOT A DATING AGENCY, YOB'S MAILBAG, MEAN MACHINES SEGA, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU. Otherwise send them to Dear Marje, c/o The Daily Mirror.

Earthworm Gus 2 (the worm has turned), by Ian Ochiltree.

WARTS

Dear Yob
I'm a regular MEAN MACHINES SEGA reader and I just wanted to ask you if you could print a double page spread of CLAIRE COULTHARD. I know you think I am sad but I think she is way more pretty than Pamela Anderson. I would really love a poster but that is up to you.
P.S.Is she married?
Galvin Amis (No address – wonder why.)

YOB:What kind of a magazine do you think this is?!! We are a reputable games magazine, but that is obviously not what you're interested in. Claire was deeply flattered until she got to the part about being prettier than plastic Pam, and then suddenly exploded quicker than a silicone implant in a microwave. If this thing has any friends reading, check that his copies of Mean Machines aren't stuck together, then give him a good kicking, pronto.

PILES

Dear Yob
I would like to know all the cheats for Beavis and Butt-head, Rage and Micro Machines 2. I would also like to know what new games coming out for the Megadrive. I think your Sega books are so good!! Do you think Beavis and Butt-head are good or not?
P.S. Can you send back all the cheats and questions please.
John Speer, North Harrow, Middlesex

YOB:I haven't got any cheats, but here's a tip. Take the game, put it in the Megadrive and turn it on. Then, stick the power cable up your arse and plug in. Now sit on a bed of nails, and wiggle about a bit. Finally get a cheese grater and shred the flabby cheeks of your arse. There, now you've got a butt that looks like your head. Sorted. If you didn't try that one then how's about not buying crap games like Beavis and Anusbonce so you don't waste my time with letters like this.

FUNGAL ARMPIT HAIR

Dear Yob
I've been kicking about on Fifa '95 for sometime on the Megadrive 1, and now I've upgraded to the Megadrive 2 I've found that all the players have gone squarey i.e. the player graphics are now square instead of being perfect! If I keep playing this, will it sort itself out in time? If not, can you help? Suggest something!
D.Percy, Wallasey, Wirral

YOB:I feel like a serious answer for once. It sounds to me as though you've got a duff computer. If it only happens on Fifa, then maybe it's the game and you will have to keep changing the systems when you play, but if it occurs on all of your games then you may have to take the Megadrive 2 back from whence it came.



Bugtastic! This one's from Carl Wilson. - A bugging cartoonist!

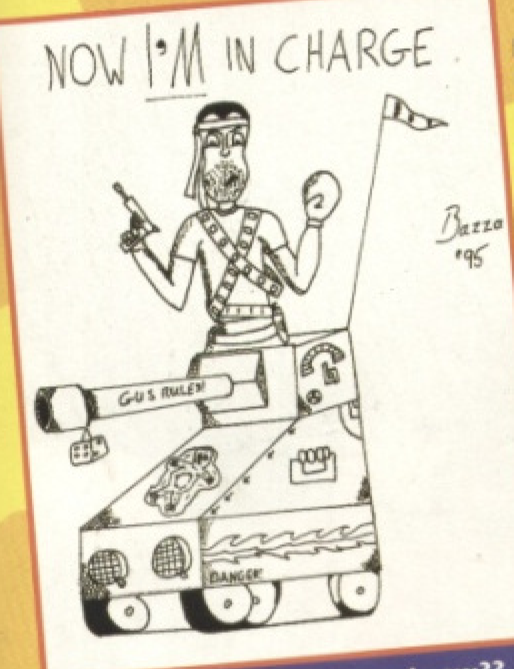
CRABS

Dear Mr. Yob
I have heard that a game featuring myself..., sorry, myselves, is due to appear on that fantastic machine the Sega Megadrive. Please could you tell me if this is so? I know you cannot send me a reply, but I will of course de-materialise to get an issue of your fab magazine in the near future (or past depending on where I am). In addition, I would be grateful if you could tell me when it will arrive in your Earth shops.
Thank you.
P.S.Any idea where I could get Dalek Attack for the Amiga?
The Doctor, The Tardis

YOB:I once knew a fool who was so into Doctor Who, that he wore orange and blue stripy shirts, let his hair grow all over the place and insisted on shouting exterminate all the time. But enough about Steve Merritt. You know that page at the end of the mag called Next Month? Well surprise, surprise it tells you when the next issue comes out! Amazing.If you can find the time to read the mag, you may find it most informative. Pleb. Oh, and the Doctor Who game got cancelled.

PUBIC LICE

Dear Yob
I won't insult you, I'll just get straight down to the questions!
1. When are you going to sort out the pillock twins? You know the ones who demand 5 billion pounds each.
2. Did they come round and slaughter you?
3. You're so lippy! Can you explain this?
4. If I send away my guarantee card

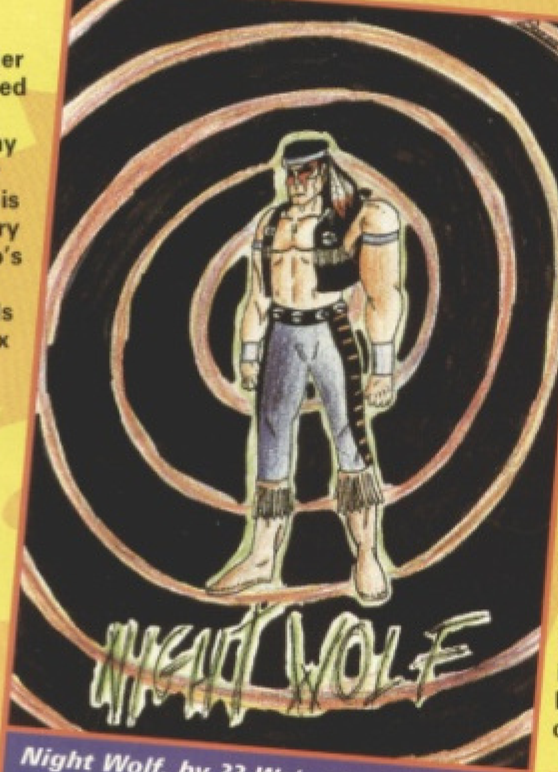


Bazza '95 - How did you know?? The accuracy is uncanny!

for the Saturn now, how long will it take before my free Panzer Dragoon Demo Disk comes through?
By the way if you gimme any mouth I'll send the 'eary lads round to duff you in!!
Chris Ayling, Portsmouth
YOB:I have to say that the Dykebar Mental Hospital received a nasty shock the other day when I accidentally dropped a scud missile on it Whoops! They'll not be bothering us any more that's for certain. As for your other questions, does this look like Q & A? Send the 'eary lads round and we'll see who's duffing who. Anyone, with a tough name like 'eary, sounds well 'ard. Probably leaks wax and flaps in the wind anyway.

HALITOSIS

Dear Yob
If you don't print this letter then I will be forced to come round to your house, sellotape you to a chair and make you play Rise of the Robots non-stop all day.
First, I would just like to say I am not writing this letter to extract the urine, I just want to ask you a few simple questions. Is that cack picture of the prat holding the surf board you? Because if it is, I'm not surprised everyone is always writing letters to insult you.



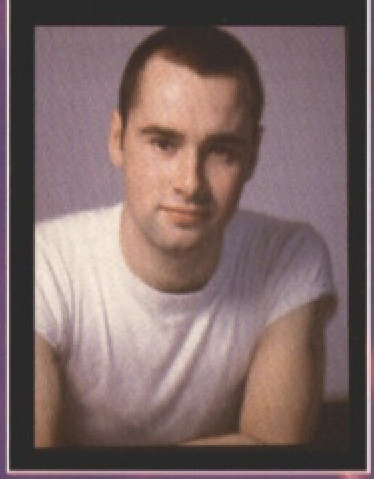
Night Wolf, by ?? We've lost the name of this entry to our exclusive Yob gallery. Any claimants? - I doubt it!

Why have you stopped reviewing Master System games? I am one of the cool people who thinks the Master System is the best thing to happen since the flushable bog. Finally, in the last issue you said that the tips nappy was a disposable pair of pants full of cak. How did you come to this decision?
Alexander Simpson, Montrose
YOB:More idle threats. I'd like to see the day when a cretin like you could even find my house without getting lost in the worm holes, you skinny little runt. The reason we stopped doing Master System games was because a) Sega don't make games for it any more, and b) everyone else has moved into the 20th century and plays Megadrives and Saturns. All of which is obviously far too intellectual for a half-witted, brainless, idiotic, gibbon's arse of a person like you.

Right, that's your lot for this month. I'm off to decapitate Galvin Amis, but in the meantime the starry eyed romantics amoung you should get scribbling instead of dribbling, and get your 'problems' out in the open. Until next time...



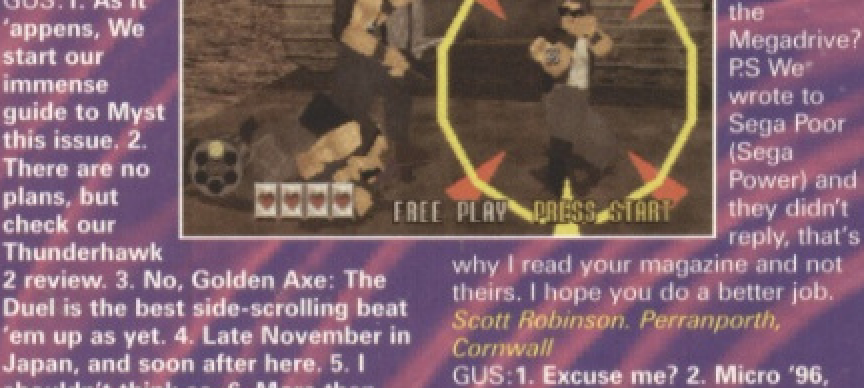
This month, I take time to investigate the phenomenon known as 'luncheon'. Specifically 'free luncheon', or by its academic name, 'scoffus gratis'. Marcus and I are about to go on one, and I must say it's pleasures like that which sustain me through the many dark hours with your rudimentary scripts and sinister requests. Don't talk to me about falling school standards. I have to bear the brunt of it. But where there is despair, we will bring hope, where there is doubt, we will bring surety, and where there are Saturn freebies on offer, you can rest assured I have my order in.



SUNBLEST

Dear Gus
Could you please answer my questions.
1. I have some real problems with Myst on the Saturn. As no one else can help me, I turn to you the master who knows everything. Please tell me how I can get to the clocktower on Myst island?
2. Will there be a Desert Strike game on any of the next gen. machines?
3. Is Street fighter: The Movie on the Saturn any good?
4. When will Virtua Cop be coming out?
5. Is the Datel converter going to wreck my Saturn?
6. Have you played Wipeout yet? Man, what a great game that is. Is the Saturn able to run such games?
7. Is Claire still single and what does she think about Dutch guys?
Jeroen Bossenbroek, Netherlands

GUS: **1. As it 'appens, We start our immense guide to Myst this issue. 2. There are no plans, but check our Thunderhawk 2 review. 3. No, Golden Axe: The Duel is the best side-scrolling beat 'em up as yet. 4. Late November in Japan, and soon after here. 5. I shouldn't think so. 6. More than capable. 7. Claire is, alas romantically entwined with a teddy bear called Hamley on Saturn mag. However, she does get turned on by men wearing clogs.**



TENNERS

Dear Gus
I think your mag is great and I read it every month. Could you please (grovel, grovel, whimper) answer these questions for me.
1. Will Baldies or Networks be coming out on the Megadrive?
2. Put these games in order (please): Ristar, Psycho Pinball, Primal Rage, Micro Machines 2 '96, Shining Force 2, Road Rash 3.
3. Is it worth getting Micro Machines 2 '96 when I already have M.M.1 and M.M.2?
4. Is Lethal Enforcers on the Megadrive any good?
5. What is the best football game on the Megadrive?
P.S We wrote to Sega Poor (Sega Power) and they didn't reply, that's why I read your magazine and not theirs. I hope you do a better job.
Scott Robinson. Perranporth, Cornwall

GUS: **1. Excuse me? 2. Micro '96, Shining Force 2, Psycho Pinball, Primal Rage, Road Rash 3, Ristar. 2. Tricky one. If you really want the track editor, yes.
4. Nah, it's aged and crusty now.
5. Fever Pitch and Fifa '95 are equally good, but look out for ISS from Konami.**

JOEY

Dear Gus
Please, please, pleeeaaassseee could you answer these questions. Thanks.
1. Are there any cheats for Shining Force CD?
2. Could you please send me a copy of Lunar: The Silver Star as no one seems to have it?
3. When is Snatcher 2 coming out?
4. Have you heard anything on Lunar 2?
5. Finally, where is my nearest import store?
Dave Redfern, Nottingham.

GUS: **1. None in my back pocket. 2. Get stuffed!3. Never ever. 4. Not due for a Mega-CD release, but there is a Saturn Lunar on its way. 5. Walk out your house, turn right, past the public lavvy and its own your left.**

MALT

Dear Gus
Gus, could you please answer my questions?
1. Is Sim City 2000 coming out on the Megadrive?
2. Is there going to be a sequel to Urban Strike?





3. Is there going to be a Theme Park 2?
4. Will there be a Fifa '96?
5. Is Bug coming out on the Megadrive?
Oliver Simmonds, Guildford, Surrey.
GUS:**1. Nope. 2. Nope. 3. Nope. 4. Yep 5. Nope.**

NAAN

Dear Gus
Can you please answer my questions or I will rip your legs off.
1. Is there going to be a PowerDrive 2?
2. When will Earthworm Jim 2 be coming out and how much will it cost.?
3. Is it worth me buying a 32X?
4. Can you please put these games in order from best to worst. Micro Machines 2, Earthworm Jim, Fifa '95, Road Rash 3, MK 2, Batman Forever?
5. Is P.G.A Tour Golf 3 coming out for the 32X?
6. Any more news on Total Football for the Megadrive?
7. Is the Megadrive better than the PC?
Mark Henshaw, Peterborough.
GUS:**1. No. 2. It should be out about now, at £50 sterling, minus a penny. 3. That is a decision you have to come to. If you want Virtua Fighter for just over £100 — yes. 4. Micro Machines 2, Earthworm Jim, MK2, Fifa '95, Batman Forever, Road Rash 3. 6. It's a delicate subject at the matter. 7. PC come in all shapes and forms. There's no direct comparison.**

DAILY

Dear Gus,
With the release of the Playstation at £299, is the Saturn going to drop in price from £389, by how much and when?
2. Is it going to be packaged with Virtua Fighter Remix before Christmas?
3. When is Virtua Fighter 2 being released and is there any chance of a VF2/Saturn package before Christmas?.
4.Are there any plans for Tekken or Tekken 2 for the Saturn? If not why not?
5. Why do Sega keep releasing stunning arcade racers such as Daytona and Sega Rally, but only give them a pathetic 3 courses? With only 3 tracks, it won't be long until monotony steps in. Saturn VR boasts 10 tracks and 5 cars which is great.
6. Will Fifa '96 on the Saturn have real player's names?
7. Why don't EA include a managerial port to the game allowing transfers etc.? As with Premier Manager?
Paul Hatton, Lancs.
GUS1. **It has, as you will doubtless know by now, Paul. 2. No. 3. No. 4. Even though we have published rumours of Tekken, there is no official deal for those Namco games. 5. No one challenges the brilliance of these games. The arcade demands a different kind of game structure, but both Rally and Daytona on Saturn have excellent longevity. 7. Yes. 8. I think they should concentrate on producing a good football game, actually.**

SODA

Dear Gus,
Would you please answer these questions:
1. What ever happened to Shadow of Atlantis on the 32X?
2. What is Sega's reaction to the Future Zone deal (£100 off Sony Playstations for every Megadrive and Saturns and £20 off for every game)?
3. Will there be a game like Demolish'm Derby on the Saturn as I reckon it's ace?
4. What are Sega trying to do? £350 for a Saturn (Playstations are £100 cheaper in some shops). Even Dixons 3 games instead of 1 game (£30 more) has put me off it?
5. Why do Saturn owners have to wait another 6 months for Mortal Kombat 3 when it's out on all other formats including Playstation already?
6. How do Sega expect to sell Saturns when they hardly advertise on T.V. The Playstation adverts are on all the time. Oh yeah, the Playstation ads are a lot better, don't you think?
7. What do you think of the new version of Gamesmaster and why does Dominic Diamond always need to change his pants at the end of every show?
Adrian Drake, Co.Londonderry, N.Ireland.
GUS:**1. Sank without trace, chortle. 2. Basically the Saturn is £299. End of story. 3. The real McCoy might be coming. 4. Stop moaning. 5. You are getting on my nerves, git. when do you expect to see Virtua Cop on the Playstation? 6. No, I don't think. 7. Dominik has high standards of hygiene.**

CRUSTY

Dear Jaz(!)
Please, please, please print my questions because I am your biggest fan and buy your fab mag every month.
1. Is Micro Machines '96 better than Micro Machines 2?
2. Is there a steering wheel for the Megadrive, if so do-you get pedals with it?
3. Is Premier Manager any good?
4. What do you think the best game for the Mega CD is?
Stuart Irvine, Airdrie.
GUS:**1. Yes, to a degree. 2. No wheel. 3. Yes, very good. 4. My personal favourite is Double Switch. Sad, I know.**

Enough letters, methinks. Only left to say that I'll be giving you all a pre-christmas treat next month by posing for a new Q&A illustration, in the Sheperd's Bush studio of an aristocrat photographer! Oooer, get yer top off Gus etc. Suffice to say it will all be in the best posssible taste!



MEGA DRIVE 2 for sale, boxed, 2 joypads, 19 games including Theme Park, Mickey Mania, Micro Machines 2, Jungle Book plus loads more classics, all worth at least £600, selling for bargain price of £299 ono. Tel 01923 245289.

AMIGA 500 for sale, 2 joysticks, mouse with mat, keyboard cover, double row disk box and 38 games, instructions included £260. Wordworth for Amiga also for sale, hardly used, boxed, £35 (was £55). Tel Derek on 0141 887 9009.

MEGA CD2 32X with 18 games including Soulstar, F1, Battlecorps, Batman Returns, Doom, V. Racing, Afterburner, Star Wars, worth £800, sell £320 ono. Will consider splitting. Contact Daniel 01933 673206 Northants.

FOR SALE Megadrive and 6 games and Mega CD and 25 games and 32X with 1 game plus magazines and 2 joypads worth £1400, will sell for £500 - what a bargain! Tel. Derbyshire 453045.

FOR SALE 32X with 3 games, Megadrive with 6 games, everything boxed. Worth £550, sell for £200. 01684 564019.

MEGADRIVE WITH 30 games including Sonic 1,2,3 & 4, MKII, SSFII, Urban and Jungle Strike, Action Replay II and Game Genie with cheat book, 3 joypads, 1 joystick. All in good condition for just £350. Tel. Ricky 012477 38232 after 6.30pm.

JAP SEGA Saturn with VF, VF Remix, Daytona, Panzer Dragoon, 2 joypads, PSU, SCART lead. Sell £400. Tel Seth on 01286 871515.

MEGA DRIVE for sale: 2 control pads, 1 Arcade Power Stick 2 plus 4 games. Cost £130. Call James 0181 398 4832.

FOR SALE G.G. with loads of accessories, £120, and MS £50 ono or both for £110. Call Adam 01875 833 296 Scotland.

MD GAMES for sale, NBA Live 95, F1, £15, NHL 95, College Football, Davis Cup, M.Ali Boxing, Road Rash 2, Lotus 2, Sonic 2, Super Kick Off, Bulls v Blazers £10, Sonic 1, Agassi, Outrun, 2019 £5. Ring Peter after 6pm (Edinburgh) 0131 664 0284.

MEGADRIVE INCLUDES 2 joypads and 4 fabulous games: Cannon Fodder, Pitfall, Turrican, Sonic. Incredible price - £99!! Call Harry on 0161 224 2025.

MEGA CD, 17 CD games £280. Megadrive, 4 carts, 4 joysticks etc, £100. SMD 16MBIT 340 disks £300. 0151 4260138.

32X FOR sale, 5 games: VR Deluxe, Doom, Star Wars, Afterburner, 6 months old, all fully boxed with instructions, excellent condition £225. Call 0181 330 6454 (Surrey, Worcester Park). Also brand new Mortal Kombat 2 (32X) included.

MEGA DRIVE with 4 joypads (2 have 6 buttons and autofire), 14 games including Sonic 2 & 3, Micro Machines, Super Street Fighter 2, Flashback and Virtua Racing. Cost me £345, Selling for £175 ono. 01925 604634.

MEGA DRIVE and Mega CD for sale with 21 games including Theme Park CD, Micro Machines 96. All boxed with instructions, worth £900, going for £400. If interested contact Jonathan Baughen 01923 820191. I am not selling seperately.

GREAT XMAS gift - Mega CD with 7 games plus 6 MD games. Call Ben 01222 885500. Also TV all £230.

TOP RATED Megadrive games for sale, priced £10-£30. Phone Philip between 4-6.30pm on 01905 616049. All boxed as new.

MEGA CD, excellent condition, boxed, 12 games, all for £200 ono. Ring Alex on 0181 950 4814.

7 CHEAP MEGADRIVE games for sale: Golden Axe, Sonic 2, Streets of Rage II, Marble Madness, Mega-lo-mania, General Chaos, Bubsy 2 and Jimmy Whites, £20 each, £50 for 3 or the whole lot for £100. Phone William 0171 435 1939.

32X AND MEGADRIVE with 2 controllers and games: Star Wars, Virtua Racing Deluxe, Ballz, Doom, Story of Thor, FIFA 95, NBA Jam TE, MKII, PGA Golf and 7 others! Plus loads of MMS magazines, £250 ovno. Buyer collects (Wilts) 01980 653622.

MEGA DRIVE, 2 6-button pads and 2 3-button pads, 8 UK games including MKI+II and Micro Machines 2, 2 Japanese games with adapter, Menacer 6 game cart, all in very good condition, £280. Phone 01223 832552 and ask for Richard.

EARTHWORM JIM for sale £30 ono. Tel 01827 711775 after 6pm (Tamworth area).

FOR SALE Megadrive 1, boxed, includes Super Streetfighter II, Mortal Kombat II, Earthworm Jim, Rock'n'Roll Racing, 3 pads (1x6 button), carry case and lots of assorted magazines, all in good condition, valued over £380, accept offers around £200. Tel Andy 01754 610426.

MEGA DRIVE with 1 controller and 9 games including Theme Park and T2 Arcade, 16 tip books, Menacer lightgun with 6-game cartridge. All boxed, Sell for £130. Tel Dean on 0121 378 5553.

SEGA MEGADRIVE for sale with 2 joypads, Streetfighter 2 SCE, Sonic 1 and THE American version of Mortal Kombat 2, all for £210. If interested contact Anant on 0171 207 4020 or write to 338 Kennington Road, Kennington, London SE11 4LD.

MEGA DRIVE, FIFA 95, Lion King, Sonic 3, MK2, Urban Strike, F1, PGA 2, 17 games in all, £175 ono. Also Master System 2, 4 games, PGA, Ultimate Soccer, Alex Kidd, Spiderman. 01274 493558.

MDII, MCD, 9 MD games, 4 MCD games, 2x6 button & 2x3 button joypads, 1 Powerbase stick, very good condition, make a good chrissy present, £200 ono. Call 01369 705760 - I will pay registered delivery charges.

MEGA DRIVE II, 12 games, FIFA 95, Sampras, Sonic 3, Zero Tolerance, 4 joypads (2 6-button), excellent condition worth £350. Sell for £150 ono. Call 0181 349 0173 after 6pm.

SEGA MEGADRIVE with 36 games: Theme Park, SFII and others plus 6 pads. £300 cash or swap for Playstation or Saturn. Phone 01475 539442.

MEGA CD II for sale with 5 games, Lethal Enforcer with gun, Time Gal, Road Avenger, Sherlock Holmes and Thunderhawk, all leads and manuals, will sell for £140. Phone William on 01943 877811 West Yorkshire.

MEGA DRIVE for sale £100 with 5 top games including Streetracer, good condition with 3 joypads, great bargain!. Tel 01993 775480.

I MUST be mad!! I'm selling loads of MD, CD and 32X games from as little as £10 each. Also for sale: 32X and 2 6-button joypads. For the privilege of this bargain phone Cardiff (01222) 596828 (buyer to pay postage).

MEGADRIVE MEGA CD, 4 joypads, 18 carts, 18 CDs, SOR 3, Sonic 3, Flashback, Battlecorps, Soulstar, FIFA CD, Thunderhawk, £400. Call Derek 0171 378 9592 South East London.

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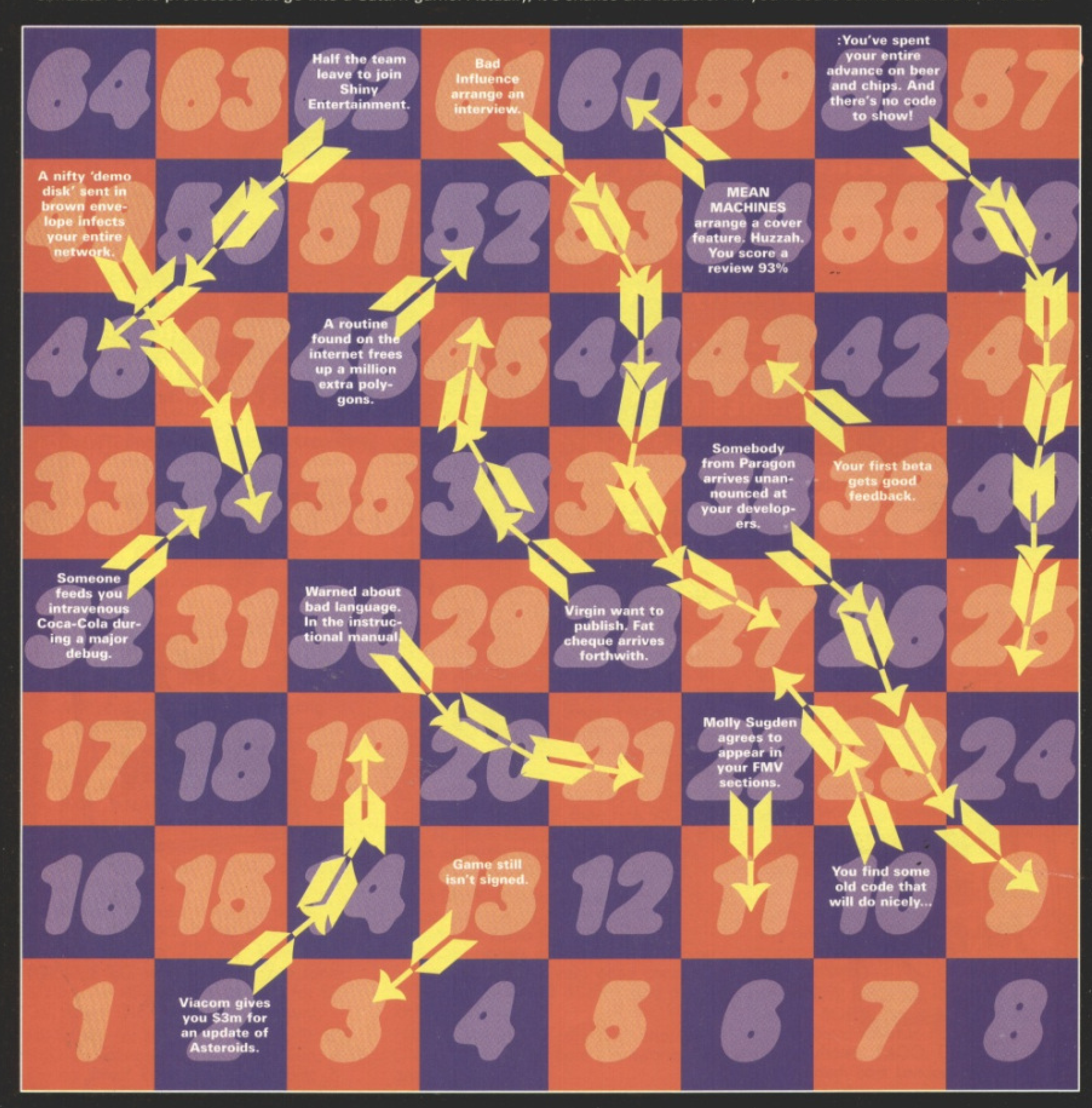
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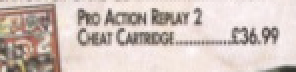
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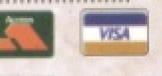
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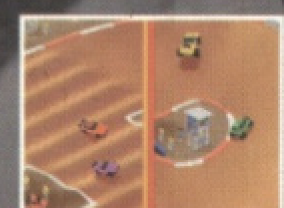
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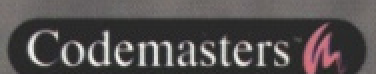

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